



UK'S NO.1 PLAYSTATION TIPS MAGAZINE!

Tips Cheats
Codes
Passwords
Walk-thrus

Issue 69

02/02 \$14.50
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PSone

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TONY HAWK'S PRO SKATER 3

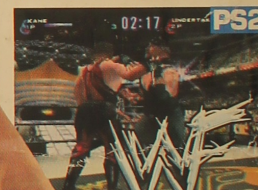
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FULL GUIDES:



GRAND THEFT AUTO III

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■ HOW TO SOLVE ALL THE PUZZLES ■ TRAVEL
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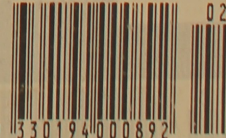
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PRO EVOLUTION SOCCER ■ FIFA 2002 ■
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OFFICIAL PLAYSTATION ICONS COURTESY OF SONY
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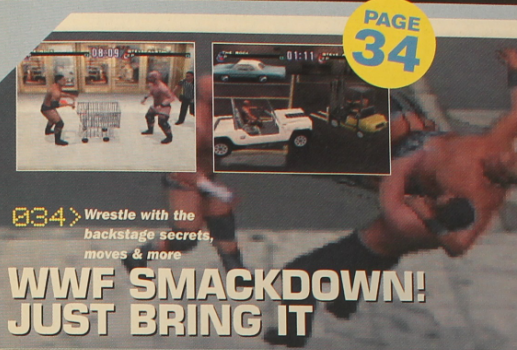
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• Pro Evolution Soccer
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Phil's fave skating track is the Fall & Break Ankle	After a Highbury Hooliph he likes a Sofa 180° Lindown	Following an Oscar Attack he goes for a Kick The Cat	He gets his skates on after work to Catch The Bus	Ogle her Melons and you'll get a Gymnast Handplant

Contact PowerStation

TELEPHONE: 01202 299900
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CHEATS NEWS NETWORK

ALL THE VERY LATEST PLAYSTATION CHEATS AND CODES

IF THERE'S A NEW CHEAT, CODE OR SECRET, WE'LL HAVE IT CRAMMED INTO OUR HOT-OFF-THE-PRESS NEWS SECTION. AND REMEMBER, THE BEST READERS' CHEATS EACH MONTH WIN THEIR SENDERS A BLAZE SCORPION II LIGHTGUN!

SEND IN YOUR CHEATS!

The best readers' tips printed each month in CNN earn their senders a Blaze Scorpion II lightgun, so do keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work – and that we haven't already got them in our Databurst section!

OUT NOW!

P2 ISSUE 15
The UK's best official magazine dedicated to PlayStation 2
Price: £3.50

Revealed: the top-secret exclusive review of James Bond 007 in Agent Under Fire. In-depth previews of Space Race, Sky Gunner, Tony Hawk's 3 and more. Plus reviews of WWF, Crash Bandicoot, Half-Life, Silent Scope 2, FIFA 2002, Airblown, Klonoa 2 and many more. Also, DVD movie reviews and all the latest gaming news from around the globe.

OUT NOW!

PLAY ISSUE 84
The UK's best official PlayStation and PS2 magazine
Price: £3.20

Be knocked out by the exclusive in-depth preview of Soul Calibur II. Plus the latest on Metal Gear Solid 2, Gunfight 2, Gunfight 2, Run Like Hell and more. And all the new games are reviewed, including Soul Reaver 2, WWF SmackDown! Just Bring It, Silent Scope 2, Crash Bandicoot, FIFA 2002, Klonoa 2, Capcom Vs SNK 2, Batman, Worms World Party, Burnout, DINA and Half-Life.

STOP PRESS!

FIFA 2002

Just after we'd done our Football Fever features in this issue, we discovered this extra bonus tournament.

BONUS 5: FIFA CONFEDERATIONS CUP

Win the Copa America, European Championships, Gold Cup and Asian Nations' Cup to unlock this last bonus tournament.

PS2

ESCAPE FROM MONKEY ISLAND

Stop monkeying around and check out these hidden extras.

MURRAYBALL MINI-GAME

Go to the Prostheses shop, use the filing system and enter Monkey-Pumpkin-Bunny as a code to get the Ryan J Danzwithvolves file. Look at the file, pause the game, then select the Bonus Stuff option to access Murrayball. Note: This must be done before looking for the No-Nosed Man.

MONKEY INVADERS MINI-GAME

Complete all the Monkey Kombat moves in the list (hold **□** to see it) for each Monkey Stance to unlock the Monkey Invaders mini-game.



Look at perfume shop

PS2

DAVE MIRRA'S FREESTYLE BMX: MAXIMUM REMIX

Thanks to Lee from Loughton for telling us about these codes for the Maximum Remix version of the game.

UNLOCK BIKES

Enter this code at bike select screen in Pro Quest mode...

← x3, ↑ ↓, → x3, □

UNLOCK LEVELS

Enter this code at the level select screen in Pro Quest mode...

←, →, ←, →, ↑ x3, □

UNLOCK STYLES

Enter this code at the style select screen in Pro Quest mode...

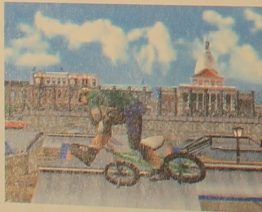
← x2, ↑, → x2, ↓, ←, →, □

UNLOCK CHARACTERS

Enter these codes at the character select screen in Pro Quest mode...

Slim Jim: ↑ x2, ← x2, ↓ x2, → x2, □

Amish Boy: ↓ x2, ↑ x2, ↓ x2, ← x2, □



'80s Guy: ← ↑ x2, → ↑ x2, ←, →, □
Lunch Lady: ↑, ↓, ↑, ↓, ↑, ↓, ← x2, □

SECRETS

Amish Boy & Slim Jim: Beat the game as Dave Mirra with all challenges.

Big Crashes Cheat: Beat game with Leigh Ramsdell.

First-Person View: Beat game with Mike Laird.

Ghost Rider Cheat: Beat game with Joey Garcia.

Grunts Mode: Beat game with Tim Mirra.

Night Vision Mode: Beat game with Shaun Butler.

Sticky Crashes Cheat: Beat game with Kenan Harkin.

Amish Boy: Beat the game with Tim Mirra, Dave Mirra, Ryan Nyquist, Mike Laird, Joey Garcia, Chad Kaig, Troy McMurray, Kenan Harkin, Leigh Ramsdell and Shaun Butler.



PS2

THE ITALIAN JOB

Secret features? You were only supposed to blow the bloody doors off!

LONDON: REMOVE DAMAGE

Drive to the scrap yard and find the red car located near the entrance. Race against that car around the scrapyards to remove the damage from your vehicle. Note: The bus is recommended.

TURIN: HIDDEN JOB

Drive to the roundabout and take the first right. Drive forward to reach the car park. Hit all the cones to get a job offer. Follow the on-screen arrows to get the job. Note: The police car is recommended.



PS2

THE WEAKEST LINK

Sadly there's no cheat yet to throw insults back at Anne Robinson, but here are some more championship codes.

MORE CHAMPIONSHIP PASSWORDS

Enter these passwords to skip to later rounds (playing as either Samantha or Maeve). Highlight the character in the code, then press **□** (to enter the password mode) and enter the sequence of directions.



PLAY AS SAMANTHA

Round 2: Maeve
↓, ← x3, ↑, ←, ↓, ↑

Round 3: Lorraine
↑, ←, ↓, → x4, ←

Round 4: Angela
↓ x2, → x2, ↑, ↓, ↑, ↑



WINNER! PS2

SPIDER-MAN

Paul Armer from Leyland in Lancashire wins a Blaze Scorpion II light gun for sending in this Spidey secret for the original game.

BONUS BLIMP LEVEL

Enter the GBHSRPM cheat to turn on What If mode. Now go to Level 7, Police Chopper chase. A yellow blimp will appear in the distance at the start. Swing over to it and you'll enter a bonus level where Spidey has to run around the top of the blimp to avoid the gunfire from the chopper. After a while, the chopper launches a missile and Spidey jumps off the front. He then re-emerges in the main level on that tall building he has to climb, having moved a few blocks forward from his previous position.



PS2

NHL HITZ 2002

This game's like Midway's other sports sims NBA Street and NFL Blitz, but on ice! Naturally, it's got some cool codes.

CHEAT CODES

On the Team Matchup screen, press the **□**, **○**, and **△** the number of times indicated in the code, then the direction on the D-pad. For example, to enter 1-2-3 **←**, press **□**, **○** x2, **△** x3, **←**. Note: More than one code may be activated per game.

CHEAT CODE

Infinite Turbo	4-1-3 →
Turbo Boost	0-0-2 ↓
Big Hits	2-3-4 ↓
Late Hits	3-2-1 ↓
Hitz Time	1-0-4 →
No Crowd	2-1-0 →
Pitball Boards	4-2-3 →
Show Shot Speed	1-0-1 ↓
Show Team's Hot Spot	2-0-1 ↓
No Fake Shots	4-2-4 ↓
No Puck Out	1-1-1 ↓
No One Times	2-1-3 ↓
Big Puck	1-2-1 ↓
Huge Puck	3-2-1 ↓
Bulldozer Puck	2-1-2 ↓
Tennis Ball	1-3-2 ↓
Big Head Player	2-0-0 →
Huge Head Player	3-0-0 →
Big Head Team	2-2-0 →
Huge Head Team	3-3-0 →
Snow Mode	1-3-1 ↓
Rain Mode	1-4-1 ↓
Domino Effect	0-1-2 →
Win Fights For Goals	2-0-2 ←
Skills Versus	2-2-2 ↓
Fast To 7 Wep	3-2-3 ←
More Time To Enter Codes	3-3-3 →
Disable Previous Code	0-1-0 ↓



CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

Alex P's Play Man 2001	Final Fantasy 7 & 8	Rogue Spear
Alien Resurrection	Gran Turismo 1, 2 & 3	S. Wars: Jedi Power Battles
Alien Trilogy	Grand Theft Auto 1, 2 & 3	S. Wars: Phantom Men
Alone in the Dark 2 & 4	Gradius	Shadowman
Alundra 1 & 2	Hags of War	Shogun: Dog & Wolf
Army Men Series	In Cold Blood	Simpsons Wrestling
Atlantis	ISS Pro Evolution 1 & 2	Spec Ops Series
Blade	Italian Job	Spiderman 1 & 2
Breath of Fire 4	Leg. of Kain: S. Reaver	Spy Hunter
Broken Sword 1 & 2	Legend of Dragoon	Spyro 1, 2 & 3
C & C: Red Alert	LMA Manager 00 & 01	Star Trek: Invasion
C-12 Final Resistance	Martin Gothic	Syphon Filter 1 & 2
Chase the Express	Max Payne	Tenchu 1 & 2
Crash Team Racing	Medal of Honor	The Italian Job
D. Mirra BMX: Max Remix	Medal of Honor Underdog	Theme Park World
D. Nukem: L. of Babes	MediEvil 1 & 2	The World Is Not Enough
Dark Cloud	Men in Black	Time Crisis 1 & 2
Dave Mirra BMX 2	Metal Gear Solid 1 & 2	Tombs Raider 1, 2, 3, 4 & 5
Demon World	Midnight Club	Tomb Raider 1, 2, 3, 4 & 5
Discworld 2 & Noir	Monkey Island (Escape)	Tommy Lee's 182
Dracula: Last Sanctuary	007 Rating	Tony Hawk's 182
Dracula: Resurrection	Operation Winback	Toy Story 2
Dragonball Z: Final Bout	Parasite Eve 1 & 2	Yogurt Story
Driver 1 & 2	Premier Manager Series	Who Wants to be a Millionaire
Dune	Rainbow Six	World Champ. Snooker
Escape Monkey Island	Red Faction	World's Best Police Chases
Exit Defect: Hail to King	Resident Evil 1, 2 & 3	Worms Armageddon
Extermination	Resident Evil: Code V.X	WWF Smackdown 1, 2 & 3
F-14: Stealth Man 2000	X-Men M. Academy 1 & 2	
Fear Effect 1 & 2		

JUST SOME OF THE PLAYSTATION 1 & 2 GAMES AVAILABLE

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PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 094 036
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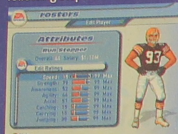
Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than 10p and will end at 3 minutes. Please put any comments or queries in writing to Interactive Telecom Ltd, c/o Gurus, Wals, P23 5AA, or email: custserv@cheatsunlimited.com, or call our Customer Service: 08700 885 656 (BT National Rate applies)

PS2 MADDEN NFL 2002

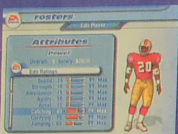
If you're trying to collect all the Madden Cards, this cheat for millions of tokens will come in very useful.

LOADSA TOKENS

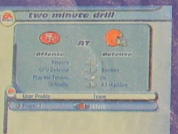
To get over ten million tokens, just complete the following steps...



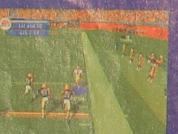
LOLB, MLB, ROLB, CB, FS and SS) to 15.



99. Edit the following offensive players so they have an Overall rating of less than 10: HB, FB, TE, WR and backup QBs. Finally, change all the offensive line players' (LT, LG, C, RG, RT) Pass Block rating to 99.

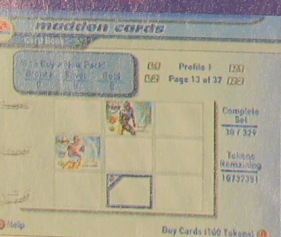


defence (which you've nobbled), selecting a previously created Profile (very important) and your team with the altered offence.



should be able to score several TDs doing this (if you muck up a play and get tackled inbounds, take a timeout to stop the clock).

5. When the game is over you'll have a huge minus number for your score. Quit and select Options then Madden Cards. You'll have over ten million tokens in your profile to spend on cards!



PS2 SMUGGLER'S RUN 2

Thanks to Keith from Southampton for telling us that all the old Smuggler's Run codes also work on the sequel.

CHEAT CODES

Pause the game to enter any of these codes. If entered correctly, you'll hear a sound.

Invisibility: (L) (X) x2, (R) (X) x2, (L) (X) x2, (R) (X) x2
Lighter Cars: (L) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X)
Low Gravity: (L) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X)
Increase Time Warp: (L) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X)
Decrease Time Warp: (L) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X) (X)

Note: Enter either of the last two codes repeatedly to further speed up or slow down the action.



OUT NOW!

- PSONE & PS2
- REVIEWS
- PREVIEWS
- NEWS & MORE



From the makers of POWERSTATION, Play is the UK's best unofficial PSone and PS2 magazine. Let's take a look at what's in this month's action-packed issue...



SOUL CALIBUR 2
UNBEATABLE IN-DEPTH REPORT



GUNFIGHTER
FASTEST GUN IN THE WEST



METAL GEAR SOLID 2
ALL THE LATEST SHOTS & INFO



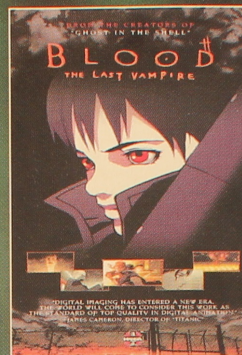
GUN SURVIVOR 2
SHOOT-TO-THRILL PREVIEW

FREE 192-PAGE BOOK
A-Z OF PS2

PLUS:

TONY HAWK'S PRO SKATER 3 FEATURE. REVIEWS OF SOUL REAVER 2, SILENT SCOPE 2, WWF SMACKDOWN! JUST BRING IT, WORMS WORLD PARTY, BURNOUT, DNA, KLONOA 2, BATMAN VENGEANCE, SIMPSON'S ROAD RAGE, FIFA 2002, HALF-LIFE, CAPCOM VS SNK 2 AND MANY MORE. AND ALL THE LATEST GAMES NEWS FROM AROUND THE WORLD.

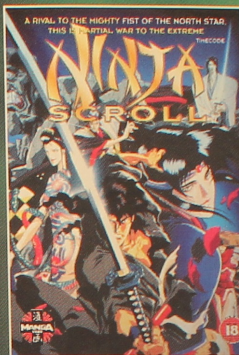
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Blood

"A brilliant piece of jaw-droppingly good anime" Dream Watch

"Easily the best looking & sounding UK anime DVD to date" Total DVD



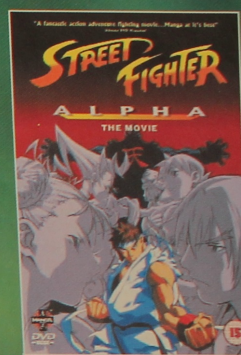
Ninja Scroll

"The best anime action film ever on DVD" Ultimate DVD



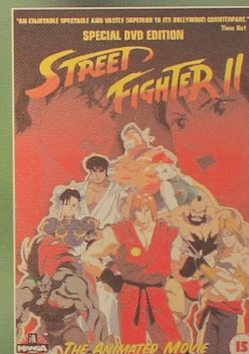
Ghost in the Shell

"..this is outstanding" Time Out
"The Blade Runner of anime" Ultimate DVD



Streetfighter Alpha

"Fantastic stuff" psl-2
"Superb" Home Cinema Choice



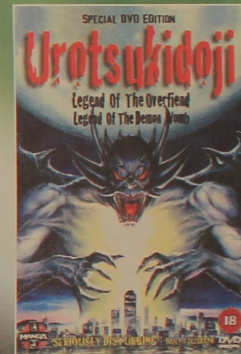
Streetfighter II

"An enjoyable spectacle and vastly superior to its Hollywood Counterpart" Time Out



Perfect Blue

"Memorable and sometimes beautiful" Total Film
"Arguably one of the finest thrillers ever committed to celluloid" Total DVD



Urotsukidoji I & II

"A pair of visceral masterpieces" Rock Sound
"Seriously disturbing" Daily Telegraph

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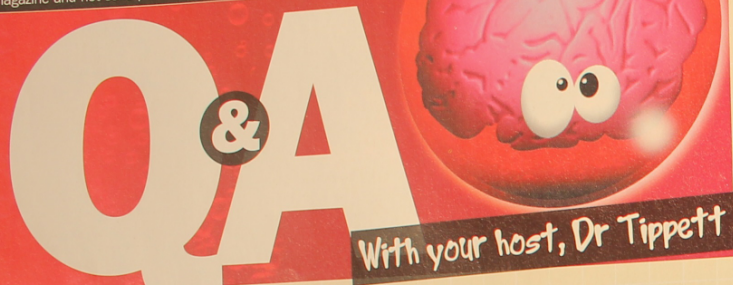
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YOUR QUESTIONS

>ANSWERED RIGHT HERE

Got a problem on a PlayStation or PS2 game? Well, our resident professor of gamesology, Dr Tippet, is here to help. Send your gaming questions to: Q&A, PowerStation, Paragon House, St Peter's Road, Boumemouth BH1 2JS. We regret that we can only print answers in the magazine and not send personal replies.



With your host, Dr Tippet

BRAIN DRAIN

There's always one, isn't there? Or two or three usually. Why do they write in? And what the heck are they on about?

■ may i request cheats for matt hofmanns pro bmx please for ps 1.

Yes, you may request cheats, but you aren't getting any! Buy the mag and you'll find them in Databurst.

■ PUROKA TAMBO (UGAN (A-Z OF PLAYSTATION) DIGIMON 2 IS HARD THERE ARE MANY ENEMIES CAN U GIVE ME SOME COOL CHEATS?

u wot? 1. Digimon 2 isn't out in Europe and we don't normally tip import games. 2. There aren't any cheat codes for it anyway.

■ I have been looking for the game Harvest Moon. I don't know what console it is on. PlayStation 1 or 2? Please tell me and if you can still buy it from the shops?

Oh, this is a section is about how to play games, not where to buy them! Okay, just for you, Harvest Moon is on PSone and still in the shops, including Electronics Boutiques.

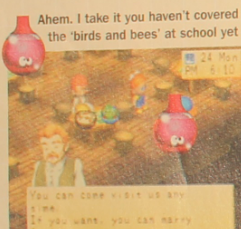
■ On purchasing C12 Final Resistance, why is it that when you're in an area it doesn't tell you what area you're in? I am only on the third stage 'cos my two girls have got the PlayStation in their rooms.

Why are we here? Why is your question so pointless? And why don't you just go and commandeer that PlayStation?

PS1 HARVEST MOON

...from Jamie Castle (age 13), Newcastle-Upon-Tyne

I have had Harvest Moon for a few weeks and it is the most addictive game I've ever played. I am at the end of Year 2 and I'm married to Karen and I was just wondering how to have kids?

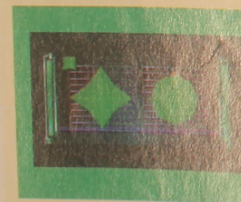


PS1 FEAR EFFECT 2

...from Michael, Brighton

I understand that the puzzles on Hard mode are different. Can you tell me the solutions?

Most of the puzzles are identical to Normal mode, although the robot Videotape maze is faster. The only puzzle with a completely different solution, as far as my trusty Tippetronic calculator says, is the Shape Shifting one, where you have to alter the right-



then? Well, maybe it's time you learnt...

No, it's nothing saucy - it's not that sort of game! To get your wife pregnant, you just need to give her gifts every day for a season. You'll know when she's in the family way when she starts saying things like "I feel sick," or "I'm hungry but I don't feel like doing anything." You should then visit the clinic to confirm that she's pregnant. She'll then have the baby in about two seasons and you get to name him - it's always a boy. At first, the baby will stay in his mother's arms, but after a season or two he'll start to crawl around and you can feed him. His favourite foods include Hot Milk, Honey, Wild Grapes, Ice Cream, Noodles and Cake.

hand shape to match the left. Here's the solution for Hard mode (- means leave unchanged)...

Puzzle 1: U, D, U, D, U, D, U, D
Puzzle 2: D, L, D, L, D, L, D, L
Puzzle 3: D, R, U, L, D, U, D, U
Puzzle 4: D, U, L, D, -, D, R, U
Puzzle 5: D, L, R, D, -, L, -, R
Puzzle 6: L, D, R, U, -, D, L, U



PS2 RESIDENT EVIL: CODE VERONICA X

...from Gary Clark, Manchester
I think I've made a terrible mistake! I'm playing as Claire and I collected the Eagle Shield from the wall in the Military Training Facility. However, instead of using it on the balcony (which I now understand I needed to do to get the Emergency Card) I went and used it to open the door near the guillotine in the Prison. Do I have to start the game all over again?

Don't panic, Gary. There is another Eagle Shield and the two are interchangeable. The second one can be found downstairs in the Palace, using the Silver Key (found in the duvet in Alfred's bedroom) to open the double doors - watch out for the two Bandersnatches.



PS2 DARK CLOUD

...from Wheeler750, www.TotalGames.net forum

Has anybody got any ideas how to defeat the first boss (the flying dog)? Very very stuck! Help!

I was browsing on the www.TotalGames.net Web site's tips forum when I spotted this poor chap's call for help. Here's how to beat that first boss (Dran).

This battle cannot be won by Toan alone - only by using each character's strengths will you survive this encounter. While Dran is flying around the screen, Toan will be unable to hit the creature. Change to Xiao for a while and shoot the beast with the slingshot, then wait for Dran to land on the floor in the cavern. As soon as his feet touch the floor, switch back to Toan and then charge in to attack with your most powerful sword. Jump clear before Dran takes off again, and watch out for a dashing attack that can knock you down. Keep switching between the characters and avoid the fireballs and you'll soon win this easy battle. Dran will thank you and then tell you about Matataki Village.

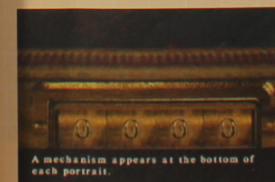
PS1 PS2 ALONE IN THE DARK: THE NEW NIGHTMARE

...from Kevin Kane, Hamilton

I have managed to get to the library. And I have found all the books and put them in the right order, plus killed the flying shadow and unlocked the paintings in Map 6 to collect the Metal Plate, Small Bronze Key and the Plasma Cannon. From there I am stuck, so could you please help me?

When you've collected the items from behind the four portraits, another mechanism will activate and a dial will appear at the bottom of each picture. Remember the clue inside the Library secret room and enter the birth dates of the four famous Mortons. Input these dates (see below) from left to right to solve the puzzle and the clock downstairs will open, where you can take the Bronze Key. Use this Key to open the large double doors in the Lobby, to leave the mansion and start your journey towards the fort.

Richard: 1852
Archibald: 1874
Jeremy: 1899
Howard: 1931



A mechanism appears at the bottom of each portrait.

YOUR PROBLEMS

PS1 BROKEN SWORD

...from James Williams, Taunton

I am in Spain for the second time and am down the well and have opened the lion's head. Could you please tell me what to do now? I've been stuck for quite a while.

After pulling the lion's tooth and quickly stepping back (click left side of screen), examine the exposed wall. Use the mirror on the shaft of sunlight coming down from the well to illuminate the keyhole in the wall. Locate the keyhole by touching the secret door again, and then use the stone key on the door - go through.



Any Answers?

Can you solve any of our readers' problems? If so, prove you're far cleverer than Dr Tippet by sending your answer to 'Any Answers' at the usual PowerStation address.

PS1

Bugs Bunny & Taz: Time Busters

...from Chris Needham, email
I've been trying for weeks to free the wind genie. Please can you tell me how to do it?

What's up doc? We never did a guide for this game, so I couldn't be sure. Can anyone else help?

PS1

Syphon Filter 2

...from David Brown, Aberfan
I have unlocked all the multiplayer secrets in Syphon Filter thanks to your update in issue #49, but there is still an arena left and probably more characters to be unlocked. Can you please tell me how to unlock these?

Are you sure there's more? We thought we'd unlocked all the secrets (as seen in the Databurst section). Does any reader know of an extra arena and/or characters and how to unlock them?

PS1

Fear Effect 2

...from Warren, Australia
On Disc 4, I am up to where Glas has just obtained the C4 and climbs into the mech to kill the other one. But I am unable to kill it. I have tried everything, even to the point of walking away. But then I get destroyed by the helicopter. Are you able to help me out?

According to Stephen James Wilson from Newcastle-Upon-Tyne, the answer is simple. When Glas gets into the mech, quickly turn and use the run button to move forward. Now here's the trick: when the camera angle changes, stick as close as you can to the RIGHT wall. Then, when the camera angle changes again, move forward at an angle so you are next to the right wall again and moving forward. Once next to the right wall, just keep running forward and you should be fine. (Hint: Once on the rooftop, turn and get into the bunker next to you to shoot down that annoying airship.) Many thanks for clearing that up, Stephen.

PS1 BREATH OF FIRE IV

...from Shaun Galvin, Canterbury

Please help me. I'm stuck in Synesta. I'm playing hide and seek with the kids. Can you tell me where the last three kids are? Also, are there any cheats yet?

No cheats, Shaun, but I can help you find those pesky kids...

KID 1: Playing with his toy near the collapsed wall in the orphanage.

KID 2: Head east, under the archway near the orphanage and well.

KID 3: Under the opening by the town entrance.

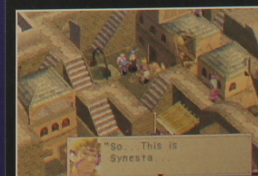
KID 4: On the stairs next to the entrance that lead to the walkway.

KID 5: Hiding down the stairs near the well, behind the house with the guy by the door.

KID 6: Just go to the inn and up the stairs.

Now head back to the orphanage and the sister will tell you about the

underground passages. Head up to the guard and he'll refuse you entry but exclaim about his raging thirst. Speak to the woman selling water and then sneak down the stairs while the guard has his back turned. Search the dungeon area to find the young scamp and then listen while he tells his story.



FINAL FANTASY

FORUM

CAN'T GET PAST ULTIMA WEAPON? STUMPED ON THE LOCATION OF THAT CHOCOBO TREASURE? JUST WHERE DO YOU GET ADAMANTINE? COME COME, LITTLE ONES, ALL IS WELL. SOOTHE YOUR WOUNDS IN THE HEALING WATERS OF THE ETHEREAL FINAL FANTASY FORUM...

FINAL FANTASY VIII

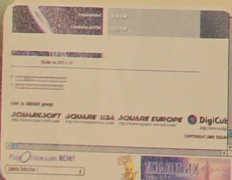
ADDRESSED FOR SUCCESS

Right, first up before we deal with all your normal questions, we're going to settle this once and for all. Full moon after full moon, we get swamped with the same question; how do I get in touch with Squaresoft? Fine! Here's the answer...

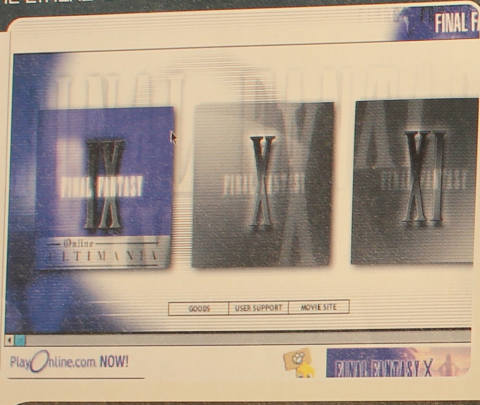
Dear Charlie,
What is the address for Squaresoft, because; I have a proposal for them to make the FFVIII card game real / I want to give them some of my designs / I want to tell them how great they are / I want to have a go at them for killing off Aens! The Masses, Terra Firma

Yes, I know the people at Squaresoft very well. Nice bunch of lads, even if they do speak a bit strangely. Never have understood a word that they have said to me, but they are kind of heart, and strong of mind, so it matters not.

There is a Web site, which you can get to on the Internet - I prefer to send my messages by Choco-mail of course... much safer!
The address you need is:
www.playonline.com/company
From here, you can link to Squaresoft in Europe, the US and Japan. There you go.



▲ This is only the beginning. A whole world of fantasy goodness awaits!



FINAL FANTASY IX

TROUBLE AT MOGNET

A young traveller trots in on an even younger Chocobo. They have much to learn, but they have luck on their side.

Dear Chocobo Charlie,

I have a couple of questions that I would like to ask you about Final Fantasy IX.

1. I have just got the Ocean Chocograph but I have no idea where it is! Please could you tell me where to find it?
2. I have just received the Superslick from Ruby, but I have no idea what to do with it!

Please help.

Tahlia Lewis, Exeter

It seems to me that you have become very lucky in your adventure. Most adventurers find

these items because they are specifically looking for them, yet you have managed to find the Superslick without trying! May your luck last a thousand lifetimes...

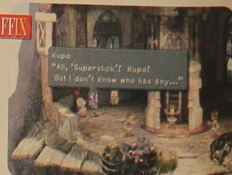
1. Perhaps this luck of yours will steer you in the right direction once again.

As the name suggests, the Ocean Chocograph can be found in the ocean. Travel to the island that holds Chocobo's Lagoon (northwest of Daguerreo). Then search the open water directly off the western coast of this island. You will find your treasure chest soon enough. As long as the pirates haven't got to it before you, you can expect to find: 27 Ore, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card.

2. The Superslick puzzle is a part of Moogle heritage. They crave the stuff - they love to get it all over them, in their paws, on their faces... a very strange situation indeed! In this case, however, the Superslick is needed to get Mognet Central working again. Mognet Central can be found on the large island, north

of the lifa Tree. Look for the crack in the mountainside, then feed your Chocobo a Dead Pepper to get in. Now you can enter and give the Moogles the remedy for their problems!

If you don't have a Dead Pepper just yet, it means that you haven't completed enough of the Chocobo side-quest yet. You'll have to find all of the Chocographs in Chocobo's Forest and Chocobo's Lagoon before you can return to the forest and dig up some Dead Peppers from the higher platforms.



▲ Artemecion is the fluffball that you need to find. This guy knows nothing.



▲ Those crazy Moogles rub it all over each other.



FINAL FANTASY VIII

GF SURPRISE

So many people get this bit wrong, but we'll leave it to the master to explain.

FAO FFF Master,

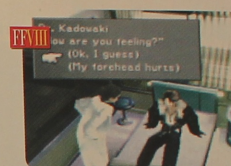
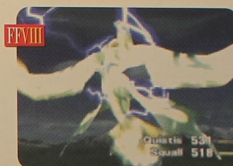
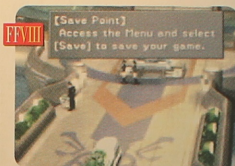
I'm nearly at the end of Final Fantasy VIII, but there are a few GFs that I haven't been able to find. I don't know what they are - all I know is that there are a few gaps on my screen and that

they are some of the first GFs that you can find. Please help!
Jason Deary, Christchurch

You'd be amazed at how many people miss these GFs the first time around. Let me consult my notes to explain it in detail... these notes refer to the very beginning of the game.

'Once in the classroom, Quintis explains the afternoon's schedule and tells all exam participants to meet in the hall at 16:00. Once the class has been dismissed, Quintis

will ask to speak to you, so make your way to the front of the class. She will explain that before you are able to take your SeEd exam, you must visit the Fire Cavern. She then leaves and makes her way to the front gate. Before leaving the classroom, return to your seat and access your study panel to learn more about the game. Selecting the Tutorial will let you log on to the system, and will reveal the two Guardian Forces, Quezacotl and Shiva.'



FINAL FANTASY IX

THINK BEFORE YOU SPEAK!

Uh-oh, we knew that it would happen one day. Someone is challenging CC's knowledge - we're leaving the country.

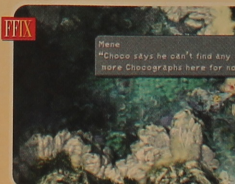
Dear FF Forum,

Congratulations on the most entertaining and useful tips section in the world. Your Q&A and Final Fantasy Forum have helped me out to no end, BUT, I regret to say that the one and only Chocobo Charlie has made a... wait for it... MISTAKE!

In issue #67, Lloyd Jones from Kenilworth wrote in asking where to find Chocobo's Paradise. Chocobo Charlie then gave him directions to Chocobo's Air Island! Poor Lloyd will be stuck there for weeks because you can't get to Chocobo's Air Island until you have visited Chocobo's Paradise.

Anyway, for Lloyd's sake, Chocobo's Air Island can be found on the island in the northwest corner of the map. Use a Dead Pepper on the crack. I trust that your error was a one-off? Thank you and goodbye.

Lee Stewart, Brackley



▲ Choco's beak only lets him so deep before he gives in. What a wuss!

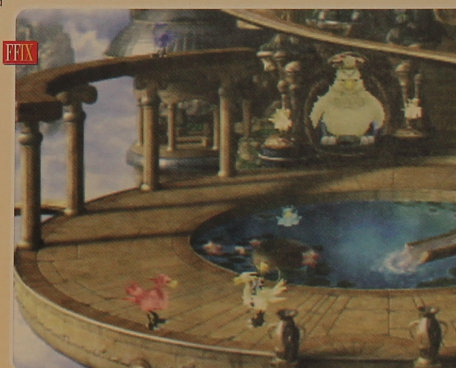
Listen Mr 'I'm so holier than thou' Stewart. Why don't you try reading your own letter!? Let he who hath not sinned cast the first stone! You moan at me about making a mistake (why don't you try advising people while fighting three Behemoths and casting Ultima?), yet you go and make one of your own, and I quote, "Anyway, for Lloyd's sake, Chocobo's Air Island can be found in the northwestern corner..." You're wrong, you buffoon! It's Chocobo's Paradise that we're talking about, remember!?

Anyway, apologies to young Lloyd for the original mistake. For Lloyd's sake, Chocobo's PARADISE can be

found on the island in the northwest corner of the map. Use a Dead Pepper on the crack. My error was most certainly a one-off. Was yours?



▲ They don't call her the Fat Chocobo for nothing, you know.

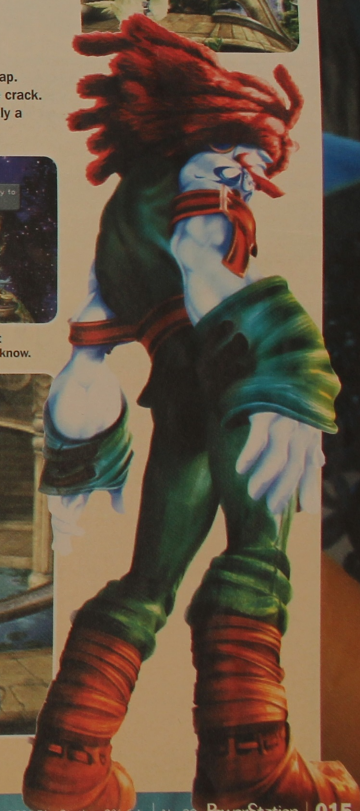


▲ Aahhhh, Chocobo's Paradise... or is that Chocobo's Air Island? Lee Stewart reckons that he knows the difference. We know otherwise...

FANTASY QUESTIONS



If you have any questions for Chocobo Charlie - or interesting discoveries you've made in any of the Final Fantasy games - send them in to: Final Fantasy Forum, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. We regret that Charlie cannot send personal replies to letters as he's still very busy trying to breed a multi-coloured Chocobo.



PRODUCERS OF TOP PLAYSTATION PERIPHERALS

WELCOME TO THE READERS' LETTERS SECTION. YOU CAN EMAIL US AT powerstn@paragon.co.uk OR WRITE IN TO **HARD COPY** AT THE USUAL POWERSTATION ADDRESS. WE LOOK FORWARD TO HEARING FROM YOU.

Dear Sir

Don Vaughan, New Brighton

Hello

The magician without a carpet

Unfortunately, there was no Magic Carpet.

Dear PowerStation

David Kitto, Cornwall



Readers
**TOP
TIPS**

SHINE ON

DON'T CHASE

On the last level, Follow The Chopper (ooper), burnout. When he turns right, take the next right instead, leaving him to take most of the bends and you to get well ahead for more time. Keep trying.

choose your pet

Hi, Cyber pets are back and now you can get one for your mobile phone - just follow the instructions below...

KEIPO Cyber Pet brought to you by



Synetix
a world of games



0906 120 6405 . www.keipo.co.uk

Your Keipo can be downloaded on to Vodafone or Cellnet just follow these simple instructions. Calls from mobile phones may be charged at a higher rate so we recommend you use an ordinary phone when ordering your Cyber Pet

Once you have received your Keipo you will need to care for it by feeding and interacting with it. Just follow these simple steps

- Step 1** Call **0906 120 6405**
- Step 2** Enter in the 4-digit code of the pet you require
- Step 3** You will be asked if you want a boy or a girl pet
- Step 4** Enter in your mobile phone number
- Step 5** Tell us which network you are on Vodafone or Cellnet

Here are just some of the things you can do with your pet...
Competitions, dancing, running, give hugs and kisses, go to the
park, disco, gym, arcade, library, movie, bar and much much more.

Visit KeipoWorld at www.keipo.co.uk and interact with other Keipo owners through chat rooms and discussion forums, enter your Keipo into competitions such as Disco Dancing and running. You can also check out how your Keipo is growing.

To communicate with your Pet you can text using the 5-digit phone number that will appear in the first text message we send to you.

To get further instructions visit the Keipo website or text the word **'HELP'** to the special 5-digit phone number.

The more you care for your Keipo the stronger and healthier it will become. Every time you text your Keipo it will text you back this will cost a total of 10p per message – just like any other text message.

Please ask permission from the person responsible for paying the phone bill before making a call to this service. Calls cost £1.50 per min. Total cost of call £3.00 and maximum length of service 2 mins. Calls from mobiles may be charged at a higher rate so we recommend you use an ordinary phone. **Customer help line number 0870 756 8959** For a list of instructions you can write to Syntex PO Box 144 Stockport SK4 3FT

TONY HAWK'S PRO SKATER 3

> TRICKS, SKATERS

ESSENTIALS

GENRE: SKATING
PUBLISHER: ACTIVISION
PRICE: \$44.99



P2 COMMENT
"GIVE THIS PRIDE OF PLACE IN YOUR COLLECTION"
P2#14 IS OUT NOW, AND AVAILABLE FROM MOST GOOD NEWSAGENTS

HIGH-FLYING TONY HAWK LAUNCHES ONTO THE PS2 FOR ANOTHER AMAZING TRICKFEST. OUR MAPPED GUIDE TO ALL THE MAIN LEVELS WILL HELP YOU JOIN THE SKATEBOARDING ELITE.

Tony Hawk's Pro Skater 3

THE MOVES

In order to score points you'll need to use a variety of different tricks and grinds. Each direction corresponds to a different move and by mixing the tricks you can ensure big points are scored. All the skaters have slightly different moves, but here are the main ones that most skaters use. Mix grabs and spins to get combo bonuses and multiply your trick scores.

GRINDS

↑ + ⊕	Nosegrind
↗ + ⊕	Crooked
→ + ⊕	Boardslide
↘ + ⊕	Feeble
↓ + ⊕	BS 5-0
↙ + ⊕	Bluntslide
← + ⊕	Noseslide
↖ + ⊕	Smit
⊕	50-50

LIP TRICKS

↑ + ⊕	FS Noseblunt
↗ + ⊕	The Switcheroo
→ + ⊕	BS Boneless
↘ + ⊕	One Foot Invert
↓ + ⊕	Invert
↙ + ⊕	Gymnast Plant
← + ⊕	Varial Invert To Fakie
↖ + ⊕	Andrechit Invert

KICK TRICKS

↑ + ⊕	Impossible
↗ + ⊕	Inward Heelflip
→ + ⊕	Heelflip
↘ + ⊕	Varial Heelflip
↓ + ⊕	Pop Shove It
↙ + ⊕	Varial Kickflip
← + ⊕	Kickflip
↖ + ⊕	Hardflip
⊕ + ⊕	Sal Flip
↗ + ⊕	Fingerflip
→ + ⊕	360 Flip
↘ + ⊕	Varial
↓ + ⊕	Double Impossible
↙ + ⊕	Triple Impossible
← + ⊕	Double Heelflip
↖ + ⊕	Triple Heelflip
↙ + ⊕	360 Shove It
↘ + ⊕	540 Shove It
↙ + ⊕	Double Kickflip
↖ + ⊕	Triple Kickflip

GRABS

↑ + ⊕	Nosegrab
↗ + ⊕	Benihana
→ + ⊕	Method
↘ + ⊕	Tailgrab
↓ + ⊕	Crossbone
↙ + ⊕	Del Mar Indy
← + ⊕	Seatbelt Air
↖ + ⊕	Airwalk
↙ + ⊕	One Foot Japan
↘ + ⊕	Crooked Cop
↖ + ⊕	Melon



EXTRA SPECIALS

Each time you complete all goals on a level, you'll be allowed to learn another special trick. Choose one of the tricks available, then assign the button combination you wish to perform to use it. With these extra tricks, you can find new ways of amassing a huge score.

The Skaters

THERE ARE LOADS OF DIFFERENT SKATERS TO CHOOSE FROM AND EACH HAS UNIQUE SKILLS AND SPECIALS. YOU CAN EVEN DESIGN YOUR VERY OWN SKATER AND ASSIGN YOUR FAVOURITE SPECIAL MOVES.



Tony Hawk

STYLEVert
STANCEGoofy

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

5-0 Overtun	↗↘↙↖
1-2-3-4	↖↙↘↗
The 900	↘↗
Double	↖↙
Kickflip Indy	↖↙



Steve Caballero

STYLEStreet
STANCEGoofy

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Kickflip Superman	↗↘↙↖
FS 540	↖↙↘↗
Hang 10 Nosegrind	↘↗
Handstand	↖↙
360 Hand Flip	↖↙



Kareem Campbell

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Ghetto Bird	↗↘↙↖
Kickflip Backflip	↖↙↘↗
Reemo Slide	↘↗
Nosegrind To Pivot	↖↙
One Foot Blunt	↖↙



Rune Glirberg

STYLEVert
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Double Kickflip Madonna	↗↘↙↖
Christ Air	↖↙↘↗
Oral Slide	↘↗
One Foot Blunt	↖↙



Eric Koston

STYLEStreet
STANCEGoofy

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Fandangle	↗↘↙↖
Slamma Jamma	↖↙↘↗
Stalefish Backflip	↘↗
Pizza Guy	↖↙



Bucky Lasek

STYLEVert
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Big Hitter II	↗↘↙↖
Fingerflip Aniak	↖↙↘↗
Misty Flip	↘↗
FS 540 Heelflip	↖↙



Bam Margera

STYLEStreet
STANCEGoofy

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

540 Tailwhip	↗↘↙↖
The Jackass	↖↙↘↗
Human Dart	↘↗
Russian Boneless	↖↙



Rodney Mullen

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Gazelle Underflip	↗↘↙↖
Truckstand	↖↙↘↗
Anti Casper	↘↗
Handstand Double Flip	↖↙



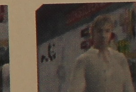
Chad Muska

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Handstand 50-50	↗↘↙↖
BS Nose Compl	↖↙↘↗
Tailhook Slide	↘↗
Ghetto Blatin	↖↙



Andrew Reynolds

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Dark Disaster	↗↘↙↖
Hardflip Late Flip	↖↙↘↗
Noseslide Upside	↘↗
Quad Heelflip	↖↙



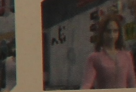
Geoff Rowley

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Rowley Darkside	↗↘↙↖
Casper 360 Flip	↖↙↘↗
The H Teeth Sweeper	↘↗
Spring	↖↙



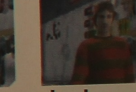
Elissa Steamer

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Coffin	↗↘↙↖
Primo	↖↙↘↗
Bigspin Flip To Tail	↘↗
Judo Madonna	↖↙



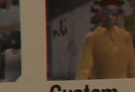
Jamie Thomas

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

Crook Bigspin Crook	↗↘↙↖
One Wheel Nosemanual	↖↙↘↗
360 Hardflip	↘↗
Layback Sparks	↖↙



Custom Skater

STYLEStreet
STANCERegular

Air	○○○○○○○○○○
Hangtime	○○○○○○○○○○
Ollie	○○○○○○○○○○
Speed	○○○○○○○○○○
Spin	○○○○○○○○○○
Switch	○○○○○○○○○○
Rail Balance	○○○○○○○○○○
Lip Balance	○○○○○○○○○○
Manual Balance	○○○○○○○○○○

SPECIALS

McTwist	↗↘↙↖
Kickflip Underflip	↖↙↘↗
540 Flip	↘↗
Handstand	↖↙

Level 1: Foundry

High Score 10,000 Points

Pro Score 30,000 Points

Sick Score 60,000 Points

Score Tips

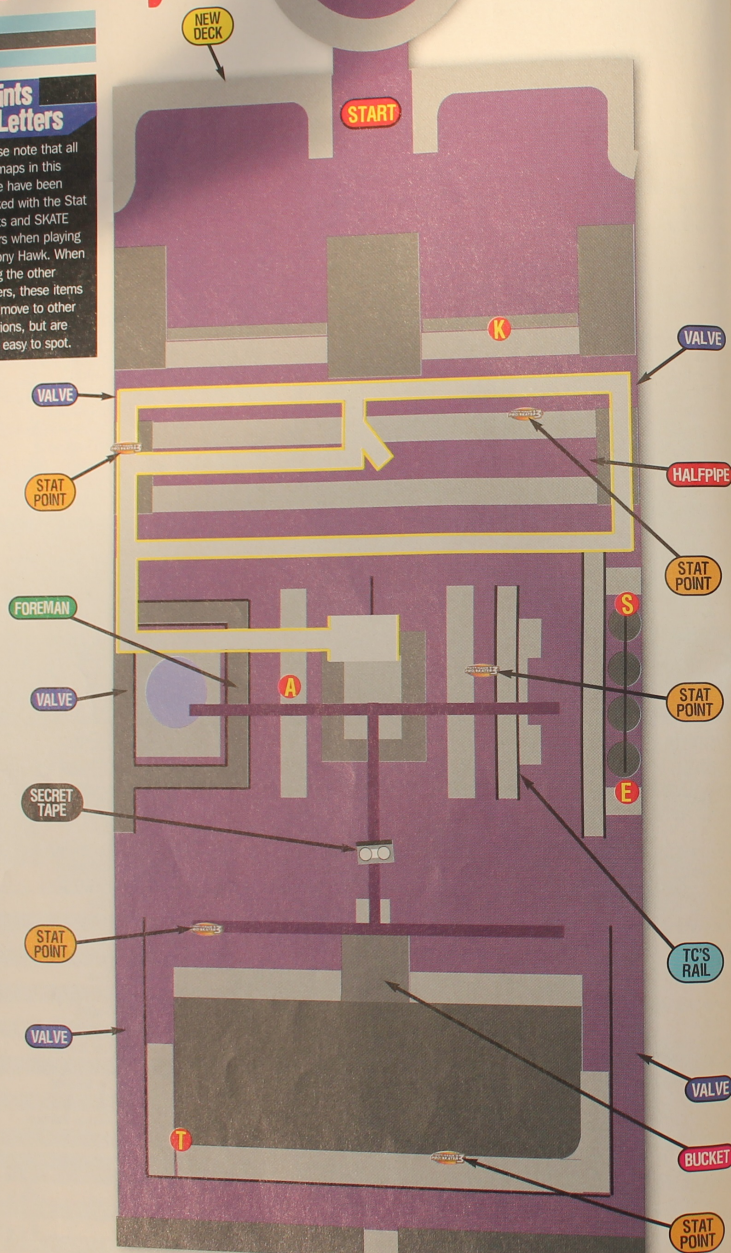
The best way to get a big score in the Foundry is to use the catwalk rails and keep grinding leaping onto the rails below for huge points. Alternatively, for some really huge air, use the bowl which opens when you have Un-Jammed the valves.

Collect Skate

Check the map to find the locations of all the letters. Simply skate over them to pick them up. (Note: These are shown for Tony Hawk, but may vary for other skaters.)

Points & Letters

Please note that all the maps in this guide have been marked with the Stat Points and SKATE letters when playing as Tony Hawk. When using the other skaters, these items may move to other locations, but are fairly easy to spot.



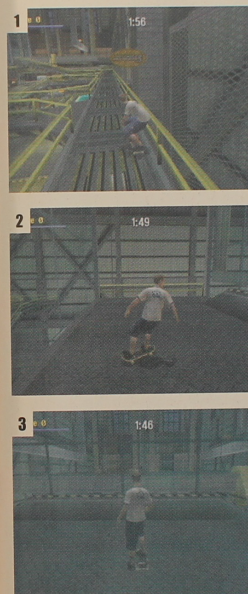
Un-Jam 5 Valves

Use the map to locate the valves, then grind the small rail above each of them to Un-Jam them. Hit all five and a secret door will open near the start, giving you access to a big bowl.



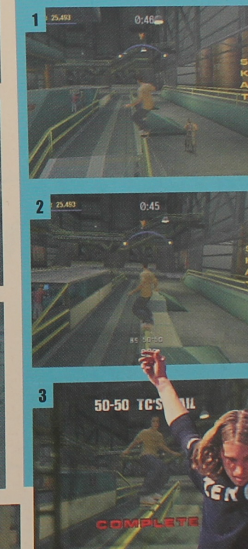
Get Secret Tape

From the start, head right a little and use the lip to leap up onto the catwalk high above the factory. Ride along the catwalk to the far end and then turn left and stop inside the small room in the centre. Now turn to face the right and quickly move forward, smashing through the glass and leaping across onto the beam hanging from the ceiling. Simply grind across the beam to collect the Secret Tape.



Street Skaters 50-50 TC's Rail

From the start, head down the slope ahead and leap over the pipe. Continue to the ramp at the end and pull off an Easy Air, then return towards the start, heading slightly to the right. There are four rails here and you need to grind the second one from the left to complete this objective.



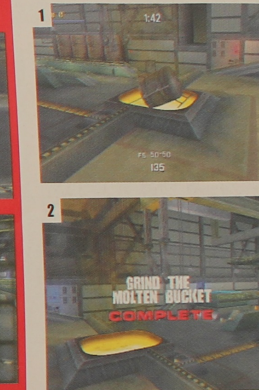
Vert Skaters Cannonball Over The Halfpipe

Ride straight down the hill in front of you from the start, then hold $\square$ to power-up your jump. Release on the edge of the pipe and sail over the pipe, holding $\rightarrow$ + $\square$ to pull off a Cannonball.



Grind The Molten Bucket

This is probably the most difficult task on this level and can take some time to complete. Follow the route for the Secret Tape, then drop carefully over the edge of the beam to land a grind on the bucket below. The bucket moves back and forth, so stop on the beam and wait for it to rest above the molten metal. As soon as you land on the bucket it will start to rock and all the factory workers will scarp.

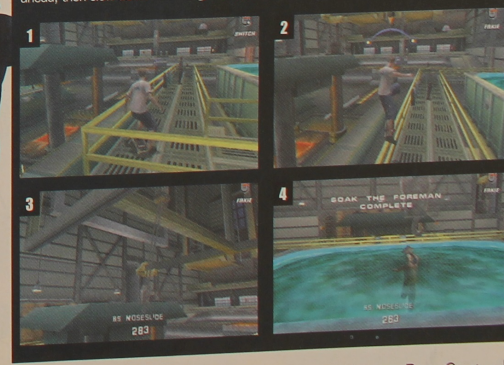


Soak The Foreman

Head right and move to the edge of the factory, then ride down the slope and across the pipe. Skate up the ramp ahead, then slow down

when you reach the top and turn to the left. Keep going to the end of the small catwalk, then turn to the right to spot the Foreman

overseeing the workers. Now grind the rail on the left, past the Foreman, to start the hook moving and knock him into the water.



TONY HAWK'S PRO SKATER 3

> LEVEL 2: CANADA

Level 2: Canada

High Score 35,000 Points
Pro Score 70,000 Points
Sick Score 200,000 Points

Score Tips

There are a wide range of rails and ramps for you to get a really big score. Keep mixing your tricks to score maximum points and try to perform lots of different grinds on the fences and rails. Hopping from fence to fence will also help to increase your points.



Vert Skaters

Melon Grab Over The Blade

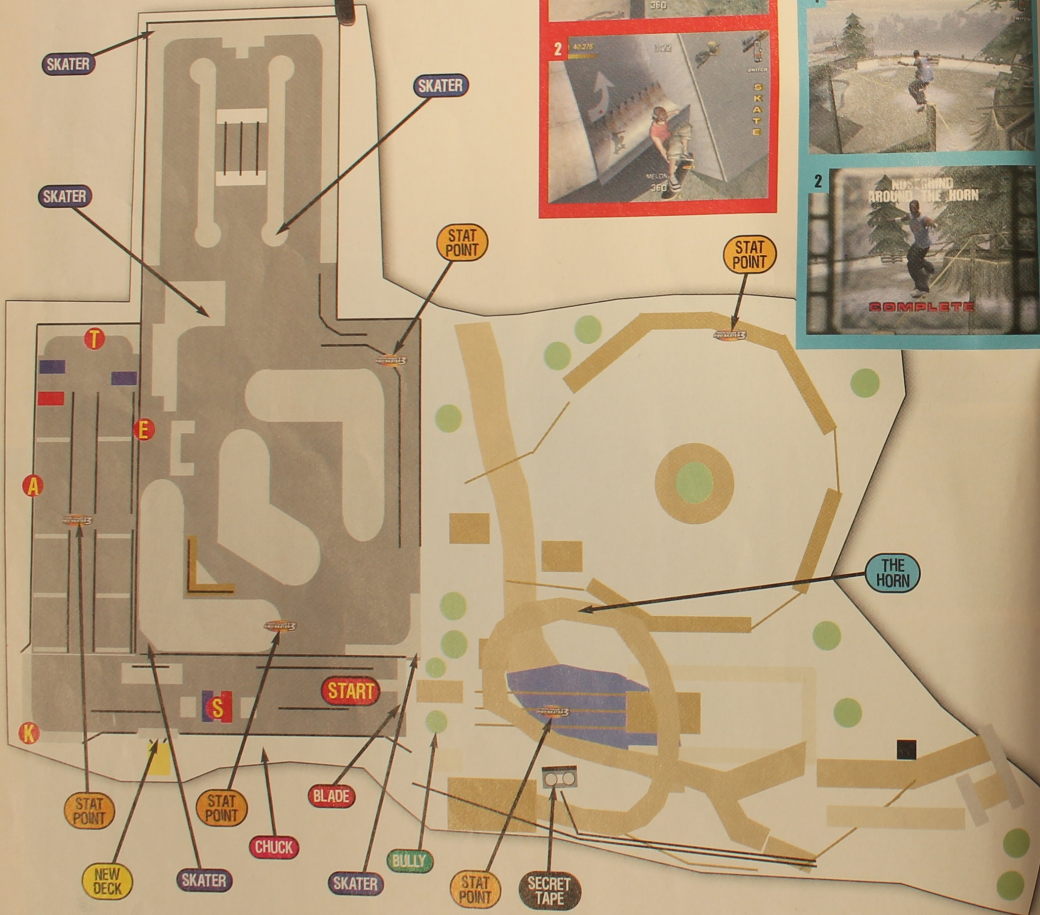
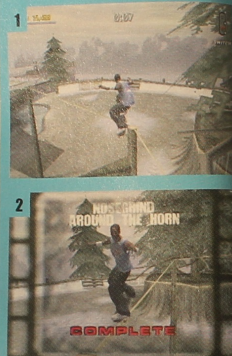
You start right on top of the blade, so head down the road, then turn around and skate back towards the start. To complete this objective, simply leap across the central ramp holding **← + ○** to perform a Melon Grab.



Street Skaters

Nosegrind Around The Horn

From the start, head along the path, then turn around and head back towards the start point. Turn to the right and head past the ramp, then use the pile of snow in front of the house to leap up onto the roof. Now carefully drop down onto the wooden platform on the other side and follow the wooden walkway around the corner to the left. Leap onto the rope wire on the right and press **↑ + ○** to Nosegrind the wire. Hold your balance until you reach the next wooden platform and you'll complete this goal.



PS2 GUIDE

Bury That Bully

The bully is putting everyone off their skating by throwing snowballs at them. To stop this annoying person, simply ollie over the top of the blade at the beginning and crash into the tree on the right. This will cause all the snow to fall from the branches, trapping the bully in a pile of snow.



Collect Skate

All the locations of the letters are marked on the map. (Note: These are shown for Tony Hawk, but may vary for other skaters.)



Get Secret Tape

The Secret Tape is fairly well hidden and you are unlikely to just skate past it as you explore the level. From the beginning, head forwards and grind the rail ahead, then turn around and ride back up the start ramp, leaping onto the wooden platform ahead. Now leap over to the next

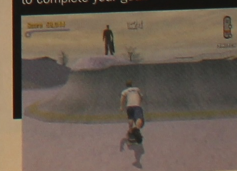
wooden platform and continue skating through the tree towards the fork. Take the jump on the left and fly over to the next platform, then quickly perform a grind on the rope on the left, which will activate the machine to raise a section at the end. Continue to the end of the platform and leap up into the raised halfpipe, then leap

across the gap into another raised halfpipe. Ride back and forth a couple of times to pick up some speed, then leap over to the right into another raised platform. Skate to the top and jump off the end, then land a grind on the rail on the right. Continue to hold the grind and you'll collect the Secret Tape at the end of the line.



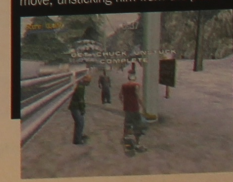
Impress The Skaters

There are five skaters dotted around the level who are dead keen to see your best moves. When you land a decent trick in front of them they'll be impressed and will then start skating the level themselves. Don't try to over-impress, though, as sometimes a well-executed grind or stunt is enough to complete your goal.



Get Chuck Unstuck

Poor old Chuck is in a spot of bother after trying to lick a nearby lamppost! From the start, leap onto the fence on the left, then grind towards the group of people gathered ahead. Now leap off the fence and smash into the group, hitting Chuck firmly with your board. The shock will make him move, unsticking him from the post.



TONY HAWK'S PRO SKATER 3

>LEVEL 4: SUBURBIA

Level 3: Rio Ruckus

For the Competition level Rio Ruckus, please check page 32 for tips.

High Score 55,000
Pro Score 110,000
Sick Score 200,000

Score Tips

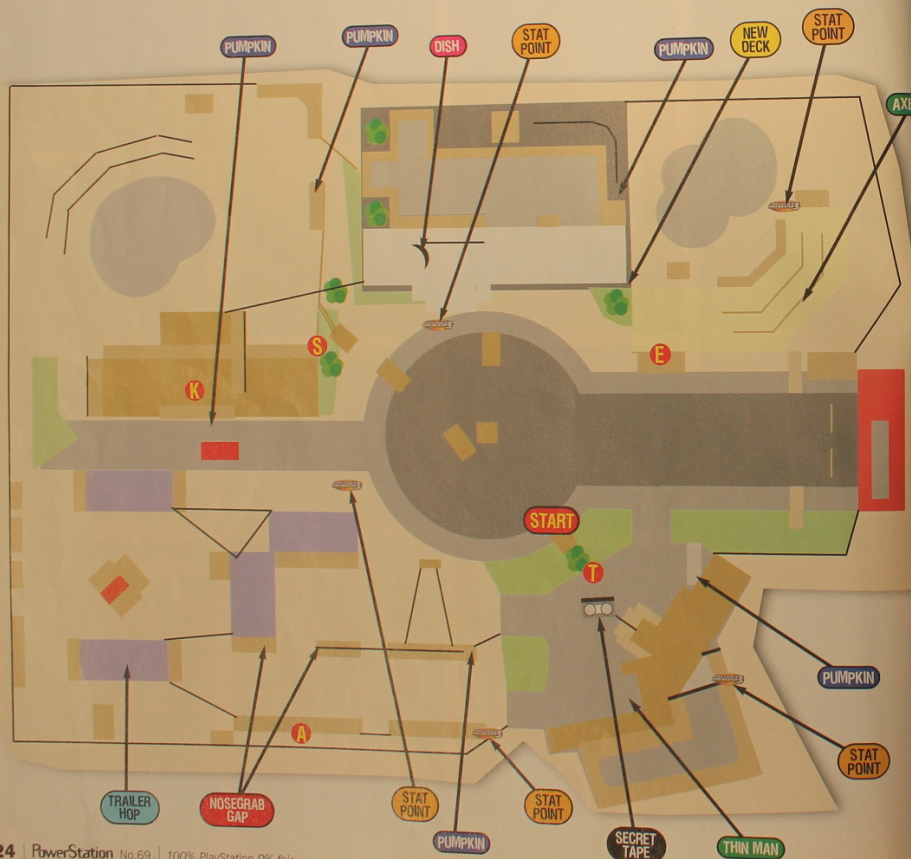
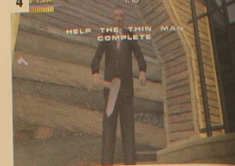
Scoring points on this level can be a little tricky as the ramps are well split up and there are no easy grind rails. Try to grind as much as possible and keep in the trailer park for some extra bonuses. You'll need to use manuals between grinds to keep the combo score high and also pull off your special tricks for big scores.

Level 4: Suburbia

Help The Thin Man

The thin man has been locked out of his house and someone has even taken the time to nail planks across his garage. To help, head to the right from the start, into

the construction zone, then grind along one of the beams inside the half-built house to collect an Axe. Now take this chopper to the Thin Man and he can smash through the planks.



Get The Secret Tape

After helping the Thin Man (see task to left), a special area will open up in the haunted house's back yard. Head through the garage and leap over the wall on the right, then use the pipe on the left to get a little speed. Skate up the ramp opposite, holding $\uparrow$ to ollie over the top, smashing through the upstairs window. Now skate along the hall and through the window at the end, landing a grind on the flagpole. Simply grind all the way to the end to collect the Secret Tape.



Collect Skate

Check the map to find the locations of all the letters. Simply skate over them to pick them up. (Note: These are shown for Tony Hawk, but may vary for other skaters.)



Vert Skaters Nosegrab Between The Ramps

From the start, head left into the caravan park, then locate the caravan opposite the letter A. Gather a little speed on the ramps here, then transfer from the ramp beside the trailer to the one across the gap, holding $\uparrow$ + $\odot$ to perform a Nosegrab.



Squash Five Pumpkins

There are five Pumpkins dotted around this close, and riding over them will squash them into tiny pieces. Check the map for the locations of all five orange fruit.



Street Skaters Heelflip The Trailer Hop

From the start, head left into the trailer park, then skate to the far end, picking up as much speed as you can. Now pull some air off the boards behind the last trailer, then perform a Boneless or Fastplant as you hit the top of the ramp. Whilst in the air, press $\rightarrow$ + $\odot$ to perform a Heelflip and land on the far side of the trailer to complete this goal.



Restore Power To The Dish

The satellite dish on top of the large house is all out of alignment and the owner of the house wishes to watch the big match (it's not Rod Hull, is it?). To align the dish, you need to remove the pieces of wood dangling from the telephone wires. Ride through the fence and ride the slope up onto the roof of the house, then carefully turn around and move slowly towards the edge. Grind across the wire, removing two of the annoying pieces of wood, then drop down to the floor and head back through the fence and onto the roof again. Ride up to the very top of the roof, where the TV aerial is placed, then leap from the edge and grind the wire high above to remove the final pieces of wood and align the satellite dish.



TONY HAWK'S PRO SKATER 3

> LEVEL 5: AIRPORT

Level 5: Airport

High Score	75,000
Pro Score	150,000
Sick Score	300,000

Score Tips

Scoring points is a lot easier than you first think on this level as there are just loads of rails to grind. Use the circular pattern of rails beside the baggage claim to amass a huge score pulling off your special grinds to add extra bonuses. Keep grinding until you have got a big combo, then land carefully and start over again.

Collect Skate

Take a look at the map to find the locations of all the letters.



VARIATION

Every time you land a trick, you earn points towards your high-score goals. However, if you keep performing the same trick, you'll score less and less each time. So vary your moves to keep scoring big! Also try to include spins and grabs to further increase the score and gain multipliers. Grinds are a great way of amassing huge scores.

Get The Tickets To Your Skate Buddy

This is a fairly easy task providing you don't crash whilst carrying the tickets. From the start, head to the left and grind the desk to collect the tickets, then head down the hall and grind the escalator down to the next level. Continue to travel straight down the hall, avoiding the security guards and passengers, then grind another escalator down to the boarding area. Head left and skate between the benches to find your mate over by the ramp on the right. (Clue: he's the one carrying a skateboard.)



Vert Skaters

Airwalk Over An Escalator

The easiest escalators to perform this trick over are in the baggage claims area. Grind the rails to pick up a little speed, then approach the ramp in the corner at a slight angle to enable you to jump clean over the escalators. Now hold $\downarrow + \odot$ to perform an Airwalk and land safely to complete your goal.



Get The Secret Tape

From the start, head along the halls until you reach the boarding area at the bottom. Turn to the right and head towards the circular window at the end, then look up to see the Secret Tape on a high rail in the centre. Use the ramp to the left to get up onto the rail, then grind around the corner to collect the Tape.



Street Skaters

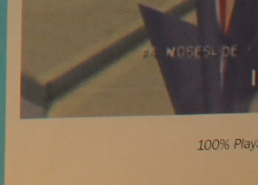
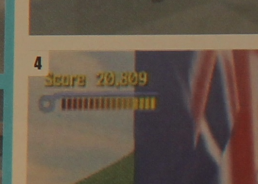
Crooked Grind Around The Baggage Claim

From the start, head along the hall and then ride the escalator down to the next level. As soon as you get here, turn to your right to see the customs area, then skate through the machinery to reach the baggage claims area. Leap onto the circular claims area and press $\nabla + \odot$ to do a Crooked Grind. Hold your balance for a complete grind around the carousel and then land safely to complete your goal.



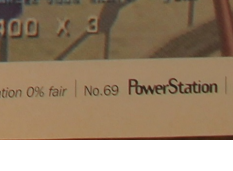
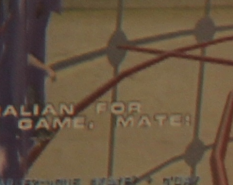
Visit Ten Countries

Head all the way through the airport to the boarding area at the bottom, then head either left or right to reach the circular glass windows. There are five flags hanging around the windows; to visit them, all you need to do is grind around the rail passing through each flag along the way. Don't try to hop whilst grinding this rail or you may fall down into the storage area below. When you have visited five countries, head along the boarding area to the circular window at the end and grind the rail underneath the next five flags. Pass through them all to complete this goal.



Stop The Pickpockets

There are five pickpockets working inside this busy airport and you must try to stop them all from ripping off the customers. They are dressed all in black and will always run away when you skate near them. Check the map for the locations where they can be found, but remember that they will dash off as soon as they spot you.



TONY HAWK'S PRO SKATER 3

> LEVEL 7: LOS ANGELES

Level 6: Skater Island

For the Competition level Skater Island, please check page 32 for tips.

High Score	100,000
Pro Score	190,000
Sick Score	400,000

Score Tips

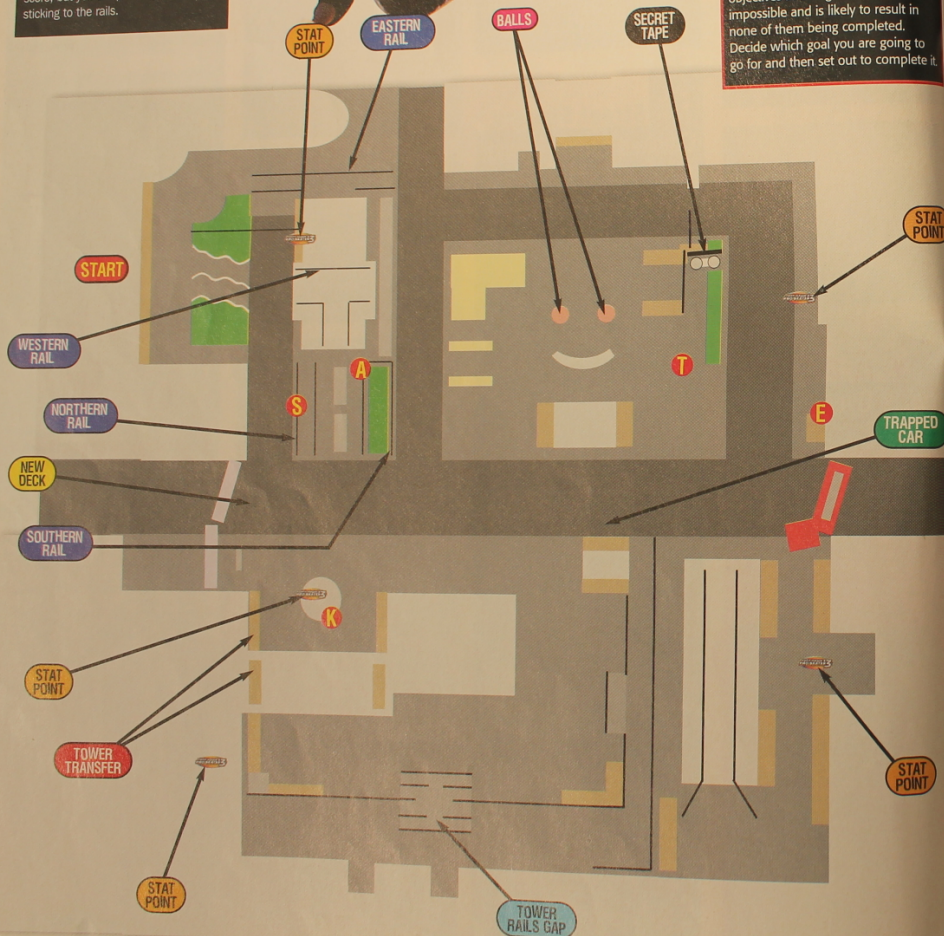
Scoring points on these busy streets is not too difficult, but the Sick Score may take some time. Use the rails and steps for building some huge grinds and try to link them using manuals. The halfpipe on top of the tower roof can add a big score, but you are probably better off sticking to the rails.

Level 7: Los Angeles



ONE THING AT A TIME

The best way to complete your objectives is to attempt only one at a time. Trying to complete all the objectives in a single run is almost impossible and is likely to result in none of them being completed. Decide which goal you are going to go for and then set out to complete it.



PS2 GUIDE

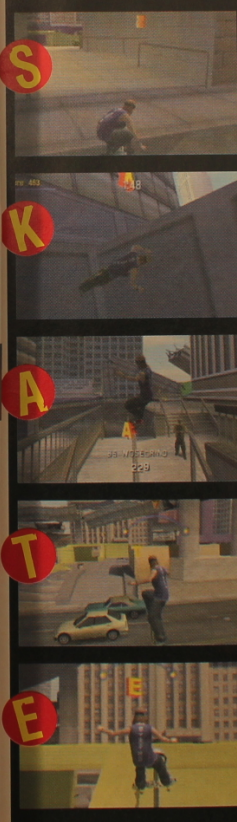
Get The Secret Tape

After the earthquake has started, head back to the start then grind the wire up to the building opposite. You'll need plenty of speed and also a little luck to reach the roof safely. Now leap over onto the fallen bridge and immediately hit the boards ahead to leap across to the ledge on the building. Stop and line yourself up for the next jump, then leap over towards the cinema, landing a grind on the edge of the sign. Hold the grind to the end and then leap over onto the rail ahead to grab the Secret Tape.



Collect Skate

Take a look at the map to find the locations of all the letters.



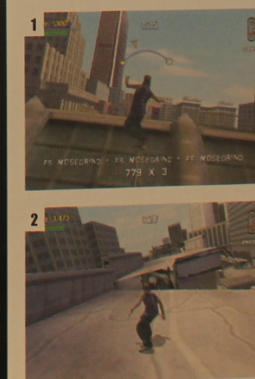
Start The Earthquake

In order to get the ground moving you need to grind the four tremor rails near the start. Check the map and grind all four rails to start the earthquake and collapse the bridge.



Block The Car Chase

You'll probably have noticed the large white van driving around the streets being chased by the cops, as they seem to crash into you all the time. To stop the thieves you must first start the earthquake, then make your way up onto the roof opposite the start and leap over onto the bridge. Head right along the bridge and leap up the small step, then grind the wall on the right to free the trapped car. As the car falls, the white van will crash and you'll complete your goal.



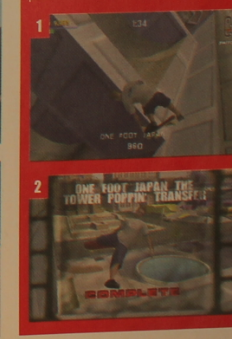
Free Ballin'

Under the bridge there are two large concrete balls which need scratching (I). Slow down as you approach the spheres, then quickly jump into the side to start them rolling back and forth. Simply hit both balls to complete your objective.



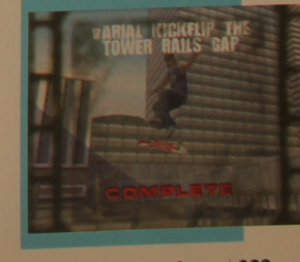
Vert Skaters One Foot Japan The Tower Poppin' Transfer

Near the fountain, ride the halfpipe to gain a little speed, then leap up into the roof halfpipe. Again collect some speed, then transfer back to the area near the fountain, holding R + O to perform a One Foot Japan.



Street Skaters Varial Kickflip The Tower Rails Gap

Head down to the fountain, then smash through the glass to reach the small area on the other side. Now head right and use the pipe to reach the higher tier, then stop to give yourself time to set up for the trick. Grind the rail towards the stairs, then leap over the gap, pressing R + O to pull off a Varial Kickflip. Simply land the grind on the rail opposite and dismount safely to achieve this goal.



TONY HAWK'S PRO SKATER 3

LEVEL 9: CRUISE SHIP

Level 8: Tokyo Mega Mecha Mayhem

For the Competition level Tokyo Mega Mecha Mayhem, please check page 32 for tips.

High Score	150,000
Pro Score	225,000
Sick Score	500,000

Score Tips

Once you have emptied the pool on the highest deck, you have a perfect place for going for the big score. Use Boneless and Fastplant moves to get more height and try to pull off the landing trick to further increase your scores. If you prefer to grind your way to a big score, there are loads of rails to try out, including the big one that runs all the way around the edge of the ship. Be careful not to fall into the water though.

Collect Skate

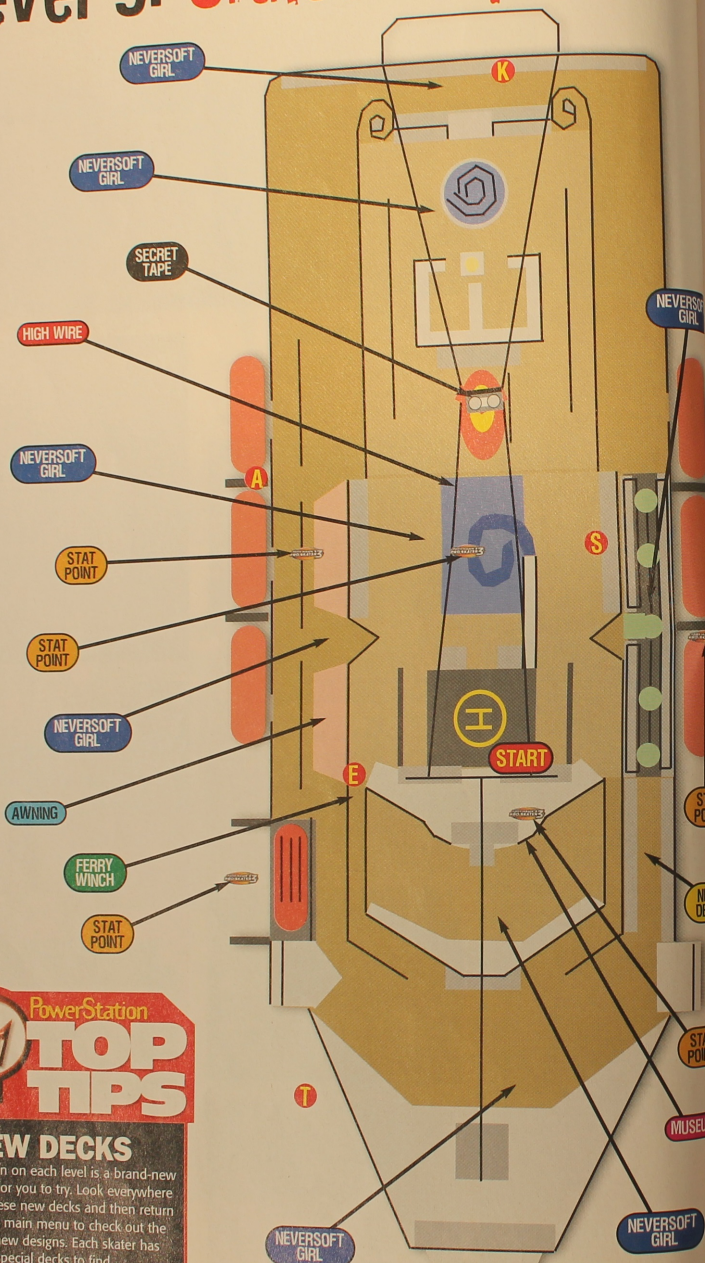
Take a look at the map to find the locations of all the letters.



NEW DECKS

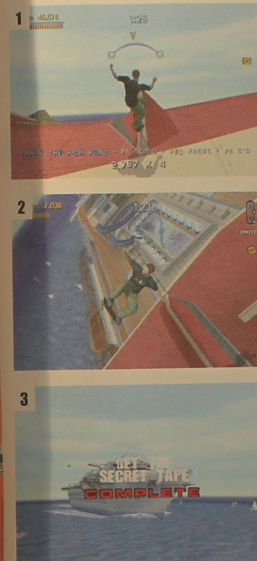
Hidden on each level is a brand-new deck for you to try. Look everywhere for these new decks and then return to the main menu to check out the cool new designs. Each skater has nine special decks to find.

Level 9: Cruise Ship



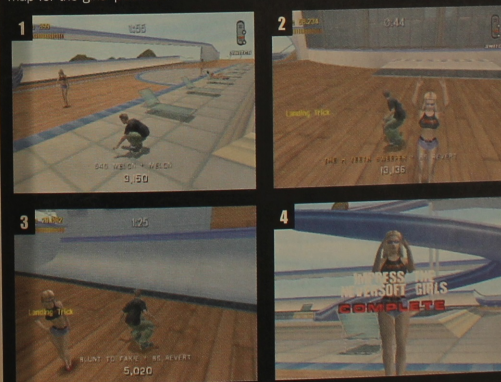
Get The Secret Tape

From the start, head forwards, then turn around and use the quarterpipe to leap up onto the wire above. Grind the rail around the corner and over the top of the pool and continue to the top of the funnel near the rear of the boat. Stop as soon as you reach the platform, then carefully ride back and forth to gain a little speed. Jump as high as you can out of this strange pipe and you'll collect the Secret Tape high above the ship.



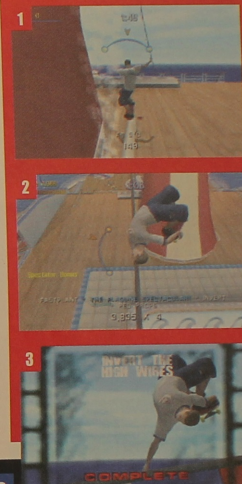
Impress The Neversoft Girls

There are seven Neversoft Girls lazing around the ship, all dressed in shorts and black T-shirts. Fluttering your eyebrows as you pass is not enough to impress these babes – you'll need to pull off a decent trick right in front of their eyes. Check the map for the girls' positions.



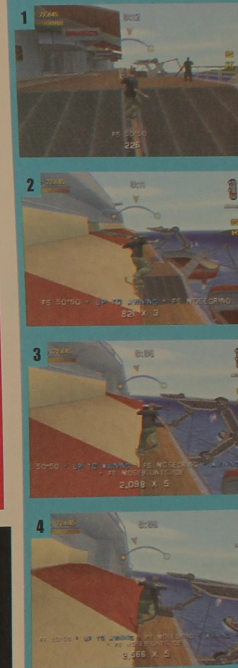
Vert Skaters Invert The High Wires

From the start, head straight ahead and drop down onto the deck below. Ride past the pool and grind the small rail next to the funnel to turn the valve and empty all the water from the pool. Now head into the pool and skate back and forth to pick up some speed. When you are moving fast enough press ↑↑ before you jump to pull off a No Comply or a Bearplant, then press ↓ + ○ to pull off an invert on the high wire. Simply control the balance and drop back down into the pool to complete this goal.



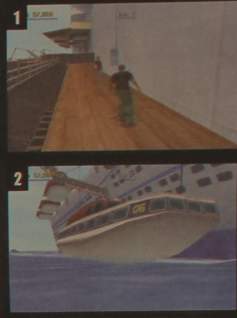
Street Skaters Noseblunt Slide An Awning

Head left from the start and drop over the edge to find the awnings. Use the nearby rail to leap up onto the awnings and land a grind to the edge. Leap over the small gap and then press ↑↑ + ○ to Noseblunt Slide the awning on the other side and complete your goal.



Raise The Ferry

Near the front of the ship is a small ferry which is stuck alongside the vessel. The winch that controls it is broken and a man is trying to fix it. Simply grind the top of the box he is repairing and the winch will start and pull the ferry onboard.



Trash The Museum

Underneath your starting point is a small museum with lots of interesting nautical items scattered around. To trash the room, head inside and go mad grinding all the rails and smashing the glass cabinets. Now grind across the window sill at the front of the museum to free the huge propeller. It will roll through the window and crash through the side of the ship, causing a man to be thrown overboard and the captain to drop the anchor. At this point, some safety nets will appear around the edge of the ship and you'll complete your goal.



TONY HAWK'S PRO SKATER 3

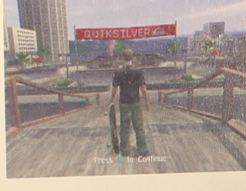
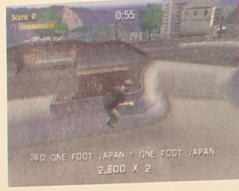
> COMPETITION LEVELS

The Competitions

Rules: • Each Run is one minute • Skaters get three runs • Bails hurt scores
• Average of top two runs is your final score • Finish in top three for a medal

Rio Ruckus

The Quiksilver Competition is set outside in a huge park built in the centre of a city. There are loads of decent ramps and jumps to score points off and rails running all the way around the outside to grind. To win this competition you'll need to score two runs averaging around 90 points. Try not to crash, as this will harm your score. The more points you get, the easier winning will be. Look out for the skaters scattered around the level to further increase your skater's abilities.



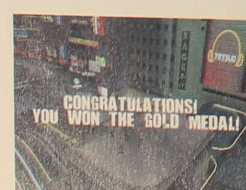
Skater Island - King Of The Coast Jam

The second competition is held inside with a massive wooden park for you to tear up. There are plenty of fun-boxes, rails and pipes for you to score points on, as well as a couple of enormous pools for vert tricks. To go for the win you'll need to average around 92 points, which means that only one crash is allowed and a score of well over 100,000 will be needed. Try to mix up your tricks and pull off your specials when the meter is fully charged. Look out for your competitors scoring a huge run in the final round.



Tokyo Mega Mecha Mayhem

This is the ultimate challenge and is by far the most difficult level. The Tokyo arena is fairly big with a large number of ramps and pools that are well split up. Finding a decent grind rail can be tough and the competitors are all top quality. To win the gold you'll need to score around 150,000 points in your minute run and not crash, in order to average around 94 points. Max out your stats and go for it. Good luck!



Secret Stuff

There are a large number of secrets hidden inside Tony Hawk's Pro Skater 3 and you'll need to be on top skating form to unlock them all. Here are some of the secret things that you can open by completing the game.

SECRET SKATERS

To unlock each skater, finish Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

SKATER	TIMES COMPLETED
Darth Maul	x1
Wolverine	x2
Officer Dick	x4
Private Carrera	x5
Ollie	x7
Kelly Slater	x8
Demoness	x10

SECRET LEVELS

Two old favourites from the original game are in there, plus a spooky Roswell level. Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

LEVEL	TIMES COMPLETED
Warehouse	x3
Burnside	x6
Roswell	x9

BONUS MOVIES

Watch Pro Bails Tape

Grab any three medals to watch this tape.

Watch Highlight Tapes

Grab three gold medals with any character to get a special video of that star in action.

Watch Pro Bails 2 Tape

Grab three gold medals with your own custom skater.

BONUS ITEMS

Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

EXTRA	TIMES COMPLETED
Snowboard	x11
Constant Special	x12
Perfect Rail Balance	x13
Super Stats	x14
Giant Skaters	x15
Slowmo	x16
Perfect Manual Balance	x17
Tiny Skaters	x18
Moon Physics	x19
Expert Challenge	x20
First-Person Skaters	x21

NewTones...

N Sync	Gone	61367
Ball & Spurling	Sven, Sven, Sven	61265
S Club 7	Have You Ever	61369
Westlife	Queen Of My Heart	61322
Oxide & Neutro	They Only Wanna Know U Cos	61319
Limp Bizkit	Boiler	61265
Daft Punk	Harder Better Faster Stronger	61220
City High	What would you do?	61198
Five	Closer To Me	61280
Atomic Kitten	You Are	61374

PopTones

61197	Michael Jackson	U Rock My World	61175	Kyle	Carl Get U Outta My Head
61170	Victoria Beckham	Innocent Girl	61150	Sophie Ellis Bextor	Take me Home
61053	Atomic Kitten	Eternal Flame	61211	Uncle Kracker	Follow Me
61027	Robbie Williams	Eternity	61194	Alan Ant Farm	Smooth Criminal
61220	U2	Hay Day	61091	Telly Telford	Turn off the light
61253	Jennifer Lopez	In Real	60163	Whitney	Teenage Dirtbag
61205	Liberty	Thinking It Over	60195	Shaggy	Angel
61141	Get Hallowe	Scream if you wanna	61370	Shaggy	Dance a Shout
61225	Britney Spears	In A Slave 4 U	61166	Shaggy	Luv Me, Luv Me
61287	io	Rapino	60128	Gorillaz	Clint Eastwood
61004	Pink	Ms. Kelly	61199	Corina	Rock On Road
61315	Rak & Darin	Moozie	60045	Limp Bizkit	Rollin'
61193	Steps	Chain Reaction	60129	Hear Say	Pure and Simple
61379	The Chantrelles	A Man Needs To	60184	S Club 7	Don't Stop Movin'
60047	Bob The Builder	Mambo No. 5	61240	Gabriel	Don't need the Sun to Shine

Rin'B

61181	Mary J. Blige	Family Affair
61084	Destiny's Child	Emotion
61064	Eve	Let me blow your mind
61236	Usher	You Got It Bad
61382	Mary J. Blige	Sexual Revolution
61003	Brandy	Another day in Paradise
60157	Usher	Pop your collar
60174	Gabriel	Out of Reach
61017	Destiny's Child	Survivor
61037	Destiny's Child	Bodyicious
60186	Sisqo	Thong Song
61217	Mariah Carey	Never to far

RAP

61223	Alto Man	Because I Got High
61261	2 Pac	Letter To My Unborn
61191	Ludacris	Area Codes
61050	Wyclef	Perfect Gentleman
61272	D12	Fight Music
61266	2 Pac	Do For Love
61377	Baiba Sparx	Ugly
61383	DMX	Who We Be
61285	Blu Cantrell	Hit Em Up Style
60050	Out Kant	Miss Jackson
61383	Dre	Bad Intentions
60034	Eminem	Stan

XmasTones

61310	We Wish U A Merry	61310	Mission Impossible	60044
61317	Silent Night	61317	James Bond	60205
61316	Red Nose Releaser	61316	Star Trek	61130
61302	Jingle Bells	61302	Godfather	60127
61308	Frosty The Snowman	61308	The Exorcist	60223
61304	Oh Christmas Tree	61304	Pretty Woman	60213
61298	Good King Wenceslas	61298	Great Escape	60212
61305	Bethlehem	61305	Italian Job	60207
61294	White Christmas	61294	Star Wars	60204

Football

60240	Gloria Gory	Man U / Spurs	60232	Here we go, here we go...	All
60194	You'll never walk alone	Liverpool	60238	Vindaloo	All
60226	Blue is the colour	Chelsea	60137	Match of the Day	Theme
60239	Forever blowing bubbles	West Ham	60212	Great Escape	All
60230	Daydream believer	Sunderland	60113	Dambusters	All
61250	3 Lions	All	61153	God save the Queen	All

Dance

61146	Superman Lovers	Starlight
61214	Jean Jacques Spoochie	2 Poppies
61324	Basement Jaxx	Where's Your Head
61299	Groove Armada	My Friend
61371	Train	Something More
61072	Ian Van Dahl	Castles in the sky
61178	Kashem	Hide ya
61070	Roger Sanchez	Another Chance
60020	Darude	Sand Storm
61364	Fragma	Say That You Are Here
60139	Modjo	Lady
60270	Daft Punk	One more time

Garage

61373	Wideboys	Sambuca
61149	Ed Case	Who
61231	Mateo	One Night Stand
61074	So Solid Crew	21 Seconds
61160	Da Nads	Love you anyway
61258	So Solid Crew	They Don't Know
61200	Genua Crew	Course Briv
61235	The Streets	Has It Come To This?
61005	Pied Piper	Do you really like it
61279	B15 Project	Feelin' So Good
61266	Daniel Bedingfield	Got Thru This
61058	Sticky It Me Dynamic	Boo

BOYBANDS

61376	Blue	If You Come Back
61172	Blue	Too Close
60274	Blue	All Rise
61368	N Sync	Teaming Up My Heart
61088	N Sync	When you see me
61144	O Town	All or Nothing
61063	Damage	So what if I
61002	BB Mak	Still on your Side
61062	Backstreet Boys	More than this
61198	Westlife	When you see me
60162	Westlife	Updown Girl
61078	Five	Let's Dance



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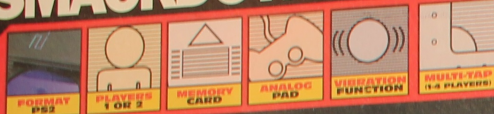
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Wrestling

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BACKSTAGE AREAS
ESSENTIALS
GENRE: WRESTLING
PUBLISHER: THQ
PRICE: \$44.99



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LAY THE SMACK DOWN ON THE ROCK AND EVERYONE ELSE IN THE WWF - WITH A LITTLE HELP FROM POWERSTATION, OF COURSE.

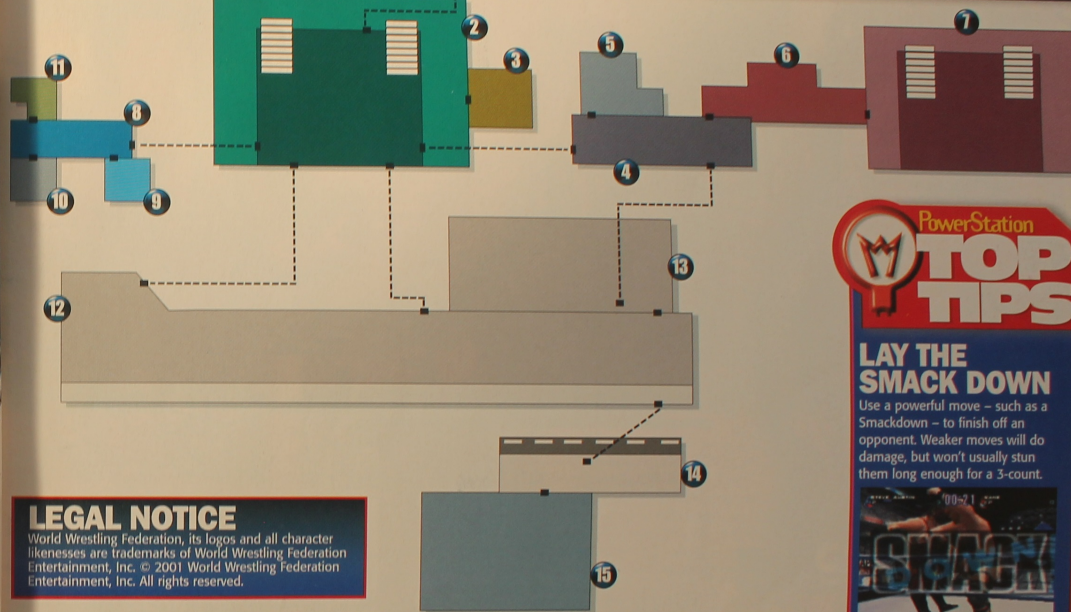
PS2 GUIDE

WWF BACKSTAGE MAP

EXPLORE ALL THE ROOMS BACKSTAGE WITH THIS HANDY MAP.

MAP KEY

- | | | | |
|-------------|-------------------------|-------------------------|-------------|
| 1 RING AREA | 5 COMMISSIONER'S OFFICE | 9 A.P.A. LOCKER ROOM | 13 CAR PARK |
| 2 LOBBY | 6 STORE ROOM | 10 EMPTY LOCKER ROOM | 14 PAVEMENT |
| 3 LOUNGE | 7 GENERATOR ROOM | 11 WINDOWED LOCKER ROOM | 15 STAGE |



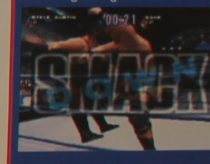
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LAY THE SMACK DOWN

Use a powerful move - such as a Smackdown - to finish off an opponent. Weaker moves will do damage, but won't usually stun them long enough for a 3-count.



LET'S TAKE IT OUTSIDE!

THE BACKSTAGE AREA IS CHOCK FULL OF WEAPONS AND, IN SOME PLACES, DESTRUCTIBLE SCENERY. HERE ARE SOME OF THE BEST...

BROKEN WINDOW

In the Windowed Locker Room (11 on map), it's possible to break the two windows facing the camera. To do this, a wrestler needs to either be thrown into them, or run into them by mistake.

THE A.P.A.'S DOOR

In the APA Locker Room (9 on map), you can break the door in the same way as the windows: by running directly into it or (the best way) throwing an opponent through it.

GO FOR A DRIVE

Why walk when you can ride in style on a forklift truck, or in a Jeep? To use them, simply hit **△** when on the left-hand side of the vehicle. Naturally, both can be found in the Car Park (13 on map).

SHOP TILL YOU DROP

Go on a shopping spree with this trolley, found on the Pavement (14 on map). Or, since there aren't any shops in the game, it might be a better idea to ram it into your opponent's stomach using **○**.

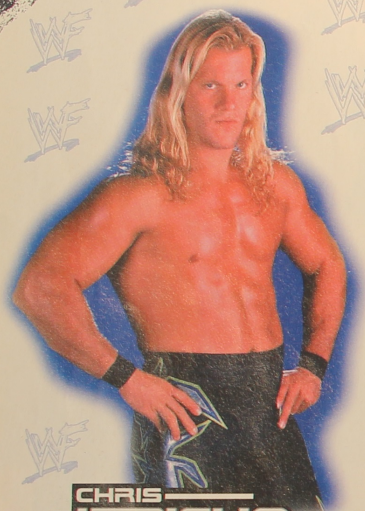
SCARE THE CROWD

It might look like the crowd marks the edge of the Stage area (15 on map), but you'd be wrong. You can fight inside the crowd itself, who will run towards the back of the room if you get too close.



Signature Moves

EACH CHARACTER IN THE GAME HAS ONE OR TWO SMACKDOWN MOVES WHICH REQUIRE A FULLY CHARGED SMACKDOWN BAR TO USE. AS YOU MIGHT EXPECT, THEY CAUSE MASSIVE DAMAGE IF YOU MANAGE TO CONNECT WITH ONE. HERE ARE TIPS FOR SOME OF THE MORE POPULAR WRESTLERS' SMACKDOWN ATTACKS, ALL OF WHICH USE THE **L2** BUTTON UNLESS OTHERWISE STATED.



CHRIS JERICHO

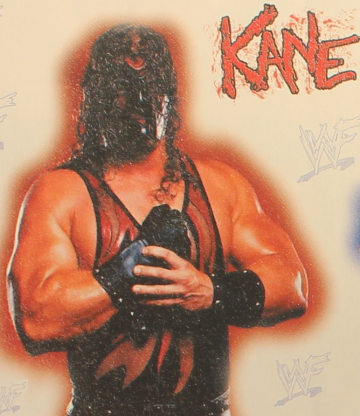
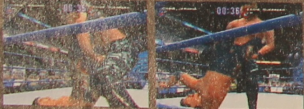
LIONSALT

SITUATION: Opponent on the mat, facing up (upper body).
Useful as a finisher, as it includes a pin after the move itself.



THE WALLS OF JERICHO

SITUATION: Opponent groggy
A powerful submission move, which should be enough to subdue your opponent if he's taken enough damage.



KANE

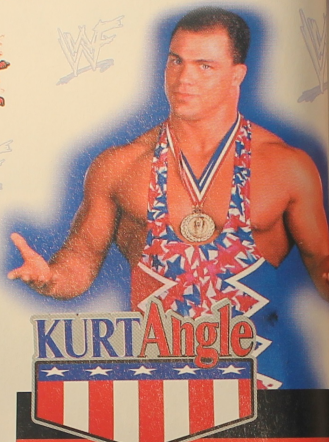
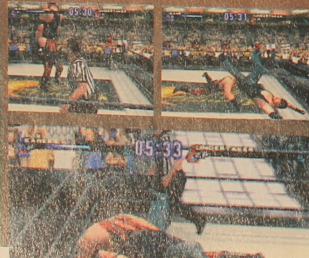
KANE CHOKESLAM

SITUATION: Opponent groggy
Make sure you're not pressing a direction on the D-pad when using this move, or you'll perform a Powerbomb Pin instead. Kane picks his opponent up by the neck and slams him down onto the ground. This attack can be useful in setting up your opposition for an attack from the top rope.



KANE POWERBOMB

SITUATION: Opponent groggy - **L2** + any direction
Another useful finisher, as there's no delay between performing the manoeuvre and pinning - it all happens automatically.



KURT ANGLE

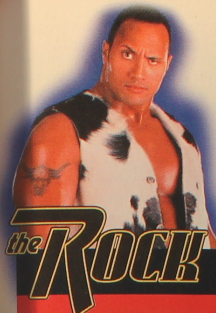
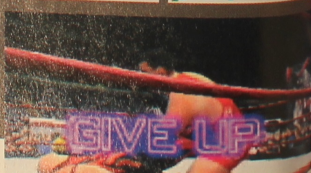
ANGLE SLAM

SITUATION: Behind groggy opponent
This can be very tricky to pull off on demand, as if you stun an opponent from behind, he'll usually end up too far away to be caught by the move. You'd be better off saving your Smackdown attempts for the Angle Lock.



ANGLE LOCK

SITUATION: Opponent on the mat (lower body)
Kurt grabs the other wrestler's ankle from behind and twists it until they give up. Like The Walls Of Jericho, it's an extremely effective submission move.



the ROCK

THE PEOPLE'S ELBOW

SITUATION: Opponent on the mat, facing up (upper body)
Another easy-to-perform move: Smackdowns are always easier to connect with when your opponent is laid out on the floor. Coupled with The Rock Bottom and the Sharpshooter, The Rock is one of the most versatile characters in the game. Be careful if there are other wrestlers around though - if they catch you when you're bouncing off the ropes, the attack can be interrupted.



THE ROCK BOTTOM

SITUATION: Opponent groggy
A modified chokeslam that can be truly devastating when followed up with The People's Elbow. However, you'll need to have two Smackdowns charged up in order to unleash this impressive combo.



SHARPSHOOTER

To perform The Rock's Sharpshooter move, stand by the other wrestler's legs when he's down on the canvas and hit **→ + ○**. It may not be a Smackdown, but can be very handy when trying to finish off an opponent.



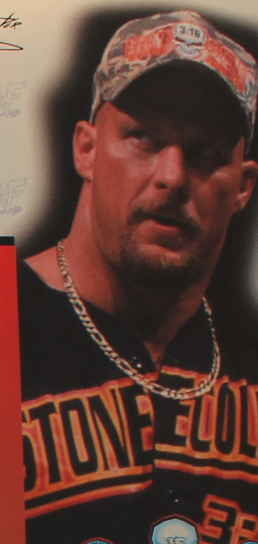
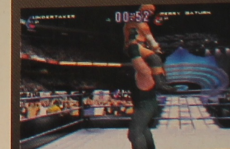
UNDERTAKER CHOKESLAM

SITUATION: Opponent groggy - **L2** + any direction
The Undertaker grabs his opponent by the neck, like his brother Kane, lifting them high into the air before driving them down onto the canvas. This move is slightly easier to perform than The Last Ride, as sometimes stunning a wrestler can cause them to take a few steps backwards - you'll need to be holding the D-pad to follow up your previous move.



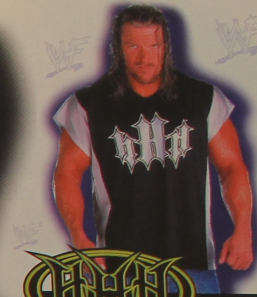
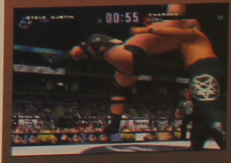
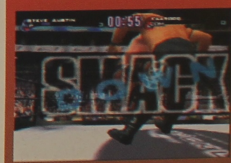
THE LAST RIDE

SITUATION: Opponent groggy
Still a useful move, despite the automatic taunt thrown in at the end. This doesn't waste too much time though, so be sure to follow it up with a quick pin or submission hold, as you would do with most moves of this type.



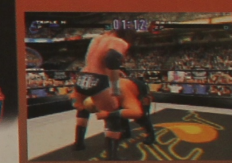
STONE COLD STUNNER

SITUATION: Opponent groggy
Austin's only signature move, but no less useful for it. A kick to the stomach (**↵ + ○**) is best when trying to get your opponent groggy.



PEDIGREE

SITUATION: Opponent groggy
Another character with only one signature move, Triple H's Pedigree attack is best described as a horizontal piledriver. Again, a swift kick to the body (**↵ + ○**) is the key to stunning the opponent.



PowerStation TOP TIPS

HE'S BEHIND YOU!

If you can throw an opponent from behind or when he's stunned, all the better - you'll inflict much more damage.

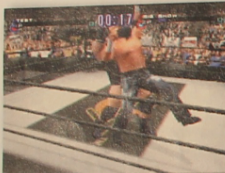
> MATCH TYPES

Match Types

ALL SORTS OF FIGHTING STYLES ARE REQUIRED TO BE SUCCESSFUL IN THE MANY DIFFERENT GAME MODES. HERE YOU'LL FIND TIPS ON HOW TO WIN CONSISTENTLY IN ALL THE MATCH TYPES AVAILABLE AT THE START.

SINGLE

Do everything you can to power up your Smackdown bar before your opponent does. Use every attack at your disposal – rather than wait for the other wrestler to get back up, hit him whilst he's down. When playing with managers, try to throw your opponent out of the ring, near your own corner, while avoiding your opponent's. Remember that it doesn't matter if your manager gets beaten to a bloody pulp – he's not the one your adversary needs to pin.



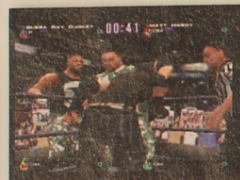
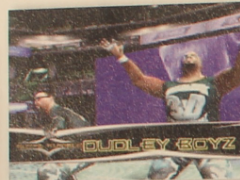
FLOGGING A DEAD HORSE

If your opponent is lying flat out on the floor, not moving, he's ready to be pinned. Don't waste this opportunity by trying to inflict further damage.



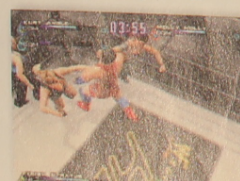
TAG & 6-MAN TAG

Keep the opposing wrestler in your corner as much as possible and don't let them tag. Then you can effectively fight two-on-one if you tag your partner repeatedly. The disadvantage of this, though, is that it could take twice as long to charge your Smackdown meter. Also, if you're going to attempt a pin, it's best to try it in your own corner, or when your opponent's partner is occupied.



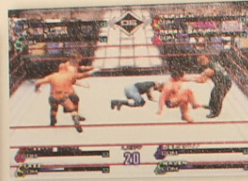
HANDICAP

If the handicap is against you, and you're playing a One On Two or a One On Three match, you're probably going to lose. About all you can do is Irish Whip one wrestler into a corner or out of the ring, while you concentrate on another. In a One On Tag match, things are a little easier – you don't have to fight both wrestlers at once... well, most of the time. In these matches, keep the other wrestler in your corner as much as possible, to prevent them from tagging. Then, when the time is right, release a Smackdown move and go for the pin. Be careful not to throw your opponent out of the ring though, or his partner might decide to get involved.



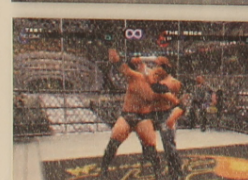
ROYAL RUMBLE

Stay away from the ropes as best you can, and DON'T RUN! Both of these can lead to an early exit from the game, sometimes in the opening seconds. As a general rule, you'll want to conserve your energy and make as few enemies as possible – don't attack anyone who's not coming after you, unless you're in a position to throw them out of the ring.



KING OF THE RING

You could take part in any number of events in this competition, from Special Referee matches to battling in a cage. Refer to the other sections of this guide for more details. Above everything though, avoid taking too many risks – it's no good winning your first two matches if you make a stupid mistake in the Final.



HARDCORE

Getting off to a good start is important here – you don't want to end up weaponless when your opponent has a lead pipe in his hand. If this happens, a good tactic is to back out of the ring and up the ramp to the backstage area to regroup. Also, if you're going to try and



pick up a weapon, make sure your opponent is a safe distance away or otherwise occupied – if not, you could end up yourself getting up close and personal with a fire extinguisher.

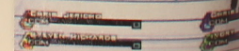
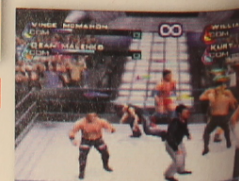
FALLS COUNT ANYWHERE

As in the Hardcore mode, feel free to explore the backstage area, and even the streets around the building. Watch out for those concrete floors and, if you are playing with more than one opposing wrestler, try not to let them gang up on you – running away is a valid tactic, especially if one of their mates arrives to lend a hand.



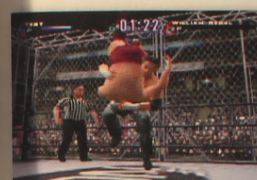
SURVIVAL

Try to avoid combat as much as possible for the start of the match, just like you do in a Royal Rumble, whilst everyone is fresh and ready to fight. Make few enemies and move in later on to finish off your weakened opponents. It would also help to turn on the Player Indicator in the options screen – things can get very confusing without them.



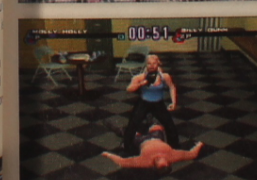
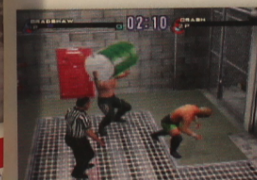
CAGE

Don't try to climb the cage too early, as you'll only be knocked down – make sure the other wrestler isn't going to be able to get to you before you make it to the top. A Triple Threat match can sometimes be won early on, if two wrestlers get so preoccupied in fighting each other that they don't notice the third making his escape. Also, don't try pin or submission moves here – the only way you can win is by being first out of the cage.



I QUIT

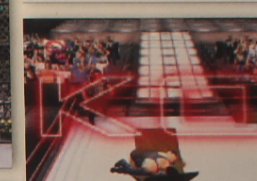
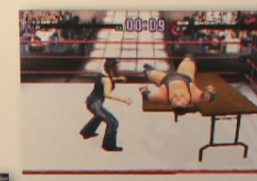
The only way to win is to attempt a pin with a microphone in your hand, so make sure you know where one is at all times. If it looks like you may be in trouble, try to lead your opponent as far away from it as possible, until you can regain the upper hand.



TABLE

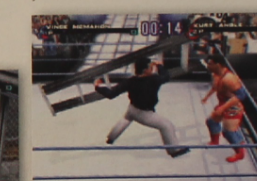
Only make an attempt at putting your opponent through the table after you've given them a sustained beating – otherwise you'll probably end up on the mat. Be particularly careful that this doesn't happen near the edge of the ring, as you could find yourself being thrown

out of the ring entirely. Also, the tables aren't just there to put people through – they can be used as weapons in their own right.



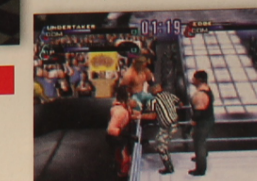
LADDER

A good tactic here once the ladder is in the ring is to pick it up and use it to knock your opponent over the top rope. Since you're already carrying the ladder and your only opposition is bleeding quietly on the floor, you should have no trouble placing the ladder in the centre of the ring and climbing to victory. In Triple Threat and Fatal 4 Way matches, wait until the other wrestlers are fighting amongst themselves – preferably outside the ring – to make your move.



SPECIAL REFEREE

Unless the ref is controlled by you or one of your mates, this should be treated like a normal match. As the ref, though, you can cheat till your heart's content: warn the combatants for foul play, or get directly involved as you see fit. You'll also determine how fast the count is – or even if there's one at all – when one of the wrestlers is pinned.



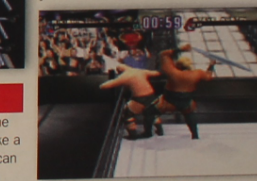
HELL IN A CELL

This type of match takes place in an enclosed cage, seemingly denying you access to the area outside of the ring. However, if you dive at or throw someone at one of the rectangular panels in the middle of the ring edge, you can open up an entrance to the outside. Once done, it's possible to climb the outside of the cell and fight on top – with no count-outs.



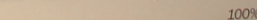
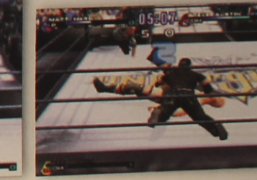
T.L.C.

Standing for Tables, Ladders and Chairs (not tender loving care!), this type of match has no count-outs, or disqualifications for using the furniture on your opponents. The hardware is distributed randomly, so one player may have more weapons closer to them than the other. You'll probably want to check what you have to hand as soon as the match starts – you could be armed with a metal chair before your opponent realises what's happening. Other than that, just have fun and don't pick up a weapon unless you've got a good distance between you and the opposing wrestler(s).



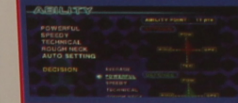
IRONMAN

Here, the rules are simple – score as many wins as possible within the time limit. You'll probably want to use a lot of high-power, high-risk manoeuvres here, as they're the best way to achieve a quick pin. In fact, it's



THE RIGHT MOVES

When creating wrestlers, make sure the moves you give him reflect their strengths and weaknesses. There's little point in creating a wrestler good at technical moves if all you give him are high-power attacks such as powerslams.



possible to have a run of four or five pins in the space of a minute if you manage to land a high-powered move right after your victim gets up from his last defeat.

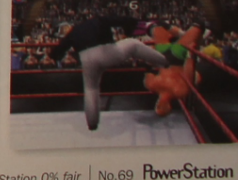
3 STAGES OF HELL

In this mode, you'll need to fight in the styles you select from the setup screen – see the relevant sections of this guide for more details. However, be sure to win your first match, as trying to come back from one-nil down is never any fun.



SLOBBER KNOCKER

Try to knock out as many opponents as possible within the time limit, without being defeated. By far the easiest way to score a knockout is to beat down an opponent for a while, before using a Smackdown move on them. Other than that, try and use as many high-powered moves as possible to score that elusive KO.



GRAND THEFT AUTO 3

>HIDDEN MISSIONS

ESSENTIALS

GENRE: DRIVE & SHOOT
PUBLISHER: TAKE 2
PRICE: £39.99



PowerStation
GUIDE

grand theft auto 3

KILL, MAIM AND STEAL YOUR WAY UP THE CRIMINAL LADDER WITH THE FIRST PART OF OUR MAPPED SOLUTION - JUST TRY NOT TO GET ANY BRAINS ON YOUR JACKET.

PLAY
COMMENT
"ONLY A PACY WITH THE DEVIL COULD PRODUCE A GAME THIS GOOD!"
PLAY#4 IS OUT NOW, AND AVAILABLE FROM MOST GOOD NEWSAGENTS



Bonus Goodies SECRETS

DODO

Once you begin to take missions from Donald Love, the Dodo will appear at the airport. It's a light aircraft with its wings removed. It can't fly properly but it is possible to get it in the air; the trick is to push forwards as you accelerate to get a high speed up, then pull back gently to take off. With some practice it is possible to fly to Staunton Island, but be careful not to land in the sea.

hidden portland missions

Marty Chonks

When you get jobs from Joey, you can hear a phone ringing nearby. Go to the phone outside Bitchin' Dog Food to get some extra work.

The Crook

Go into Bitchin' Dog Food and get in the car. Now drive it to the bank in Chinatown and pick up the bank manager. Now take him to Bitchin' Dog Food, then take the car to the crusher in Harwood.

Pay: \$1,000

The Thieves

Get in the Sentinel which Marty has left you, then drive to the Red Light District and pick up the Thieves. Now take them back to Bitchin' Dog Food. Take the car to Pay 'N' Spray to get it resprayed, then take it back to the factory.

Pay: \$3,000

The Wife

Get in the car and pick up Marty's wife from Classic Nails in the Red Light District, then take her back to the factory. Now take the car down to the harbour and dump it in the sea.

Pay: \$2,000

Her Lover

Drive to Chinatown to pick up Carl. Now take him back to the factory to meet Marty.

Pay: \$4,000

TOYZ 'N THE 'HOOD

Mafia Massacre

The van for this mission is located in the alley opposite Toni's restaurant. You must destroy as many Mafia Sentinels as possible in two minutes.

Pay: \$1,000 per car

Diablo Destruction

The van for this mission is located in Hepburn Heights near the train station. You need to destroy as many Diablo Stallions as possible in two minutes.

Pay: \$1,000 per car

CAR MISSION

Patriot Playground

The Patriot for this mission is located in the car park outside Supa Save in Portland View. You need to get through 15 checkpoints before the time runs out. Each checkpoint gives you 20 seconds to get to the next one.

Pay: \$30,000



hidden staunton island missions

TOYZ 'N THE 'HOOD

Casino Calamity

The van for this mission is located in the car park opposite the casino. You need to destroy as many Yakuza Stingers as you can in two minutes.

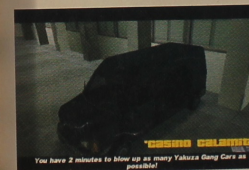
Pay: \$1,000 per car

CAR MISSIONS

A Ride in the Park

The Landstalker for this mission is in Belleville Park next to the Cottage. You need to get through 20 checkpoints, each of which gives you 10 seconds to get to the next one.

Pay: \$30,000



Multi Storey Mayhem

Take a Stallion with its roof up to the Multi Storey. Park outside and get out, then re-enter the car to start. You need to drive through 20 checkpoints. The timer gives you 20 seconds on the clock and each checkpoint gives you an extra 5 seconds.

Pay: \$30,000



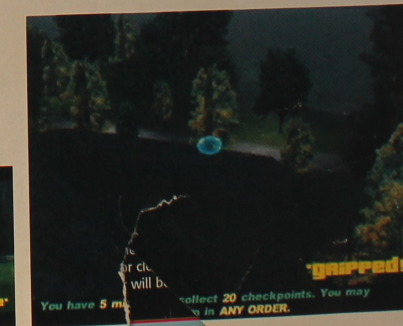
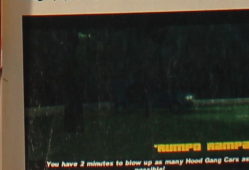
hidden shoreside vale missions

TOYZ 'N THE 'HOOD

Rumpo Rampage

The van for this mission is in Wichita Gardens, near your hideout behind two billboards. Destroy as many Hoods' Rumpo XLs as you can in 2 minutes.

Pay: \$1,000 per Rumpo



PS2 GUIDE

IMPORT/EXPORT GARAGES

Portland

In Portland, you'll find an Import/Export Garage at the harbour. If you deliver one of each of the following vehicles, you'll receive \$200,000 and 16 GTA pick-ups, allowing you to get any of them for free:

Securicar	Blista
Moonbeam	Mule
Coach	Yankee
Flatbed	Bobcat
Linerunner	Dodo
Trashmaster	Bus
Patriot	Rumpo
Mr. Whoopee	Pony

Shoreside Vale

In Shoreside Vale, you'll find an Import/Export Garage next to the Fudge Packing factory in Pike Creek. If you deliver one of each of the following vehicles, you'll receive \$200,000 and 16 GTA pick-ups, allowing you to get any of them for free:

Sentinel	Perennial
Cheetah	Stinger
Banshee	Manana
Idaho	Landstalker
Interbus	Stallion
Taxi	BF Injection
Kuruma	Cabbie
Stretch	Esperanto



Emergency Vehicle Crane

On the big ship in Portland Harbour you'll find a crane which accepts all emergency vehicles. You'll receive \$1,500 for each one, plus \$200,000 once you deliver them all. You'll also then get seven GTA pick-ups, allowing you to get the emergency vehicle of your choice for free:

Police Car	FBI Car
Ambulance	Enforcer
Fire Truck	Rhino
Barracks OL	



CAR MISSION

Gripped

The Patriot for this mission is in the picnic area in Cedar Grove. Get through 20 checkpoints before the time runs out. Each checkpoint gives you 15 seconds to get to the next one so you have to be quick.

Pay: \$30,000



Shoreside Vale

Grand Theft Auto Key



Hidden Package



Hidden Vehicles

Portland

Bonus Goodies SECRETS

HEALTH

Save 50 patients in the Paramedic mission and Heath will be delivered to your hideout. Save 100 and Adrenalin will be delivered. Complete level 16 and Infinite Run will be awarded, enabling you to run without getting tired.

ALL THE CODES

These should all be entered during play. It will say 'Cheat Activated' in the top left corner of the screen for every code except Increased Gore.

- TANK:
 0 x5, 0, 0, 0, 0, 0, 0, 0
 LOWER WANTED LEVEL:
 0 x2, 0, 0, 0, 0, 0, 0, 0
 RAISE WANTED LEVEL:
 0 x2, 0, 0, 0, 0, 0, 0, 0
 ALL WEAPONS:
 0, 0, 0, 0, 0, 0, 0, 0
 FULL HEALTH:
 0 x2, 0, 0, 0, 0, 0, 0, 0
 FULL ARMOUR:
 0 x2, 0, 0, 0, 0, 0, 0, 0
 MORE MONEY:
 0 x2, 0, 0, 0, 0, 0, 0, 0
 DESTROY ALL CARS:
 0, 0, 0, 0, 0, 0, 0, 0
 IMPROVED HANDLING:
 0, 0, 0, 0, 0, 0, 0, 0
 INCREASED GORE:
 0, 0, 0, 0, 0, 0, 0, 0
 FOG:
 0, 0, 0, 0, 0, 0, 0, 0
 OVERCAST:
 0, 0, 0, 0, 0, 0, 0, 0
 RAIN:
 0, 0, 0, 0, 0, 0, 0, 0
 NORMAL WEATHER:
 0, 0, 0, 0, 0, 0, 0, 0
 SPEED UP TIME:
 0 x3, 0 x5, 0, 0, 0, 0, 0, 0
 CHANGE CHARACTER:
 0, 0, 0, 0, 0, 0, 0, 0
 PEDESTRIANS RIOT:
 0, 0, 0, 0, 0, 0, 0, 0
 PEDESTRIANS ATTACK:
 0, 0, 0, 0, 0, 0, 0, 0
 PEDESTRIANS CRAZY:
 0, 0, 0, 0, 0, 0, 0, 0
 PEDESTRIANS FIGHT:
 0, 0, 0, 0, 0, 0, 0, 0

HIDDEN PACKAGES

There are 100 packages spread over the three islands, the collection of which gives you some lovely weapons at your hideout. Each package also gives you \$1,000 and once you have all 100 you get a cool \$1million.

No. Packages	Bonus Weapon
10.....	Handgun
20.....	Uzi
30.....	Grenades
40.....	Shotgun
50.....	Armour
60.....	Molotov Cocktails
70.....	AK-47
80.....	Sneak Rifle
90.....	M-16
100.....	Rocket Launcher



Bonus Goodies SECRETS

FLAME-THROWER

Put out 30 fires on each island in the Firefighter mission to get the Flame-Thrower delivered to your hideout.

Bonus Goodies SECRETS

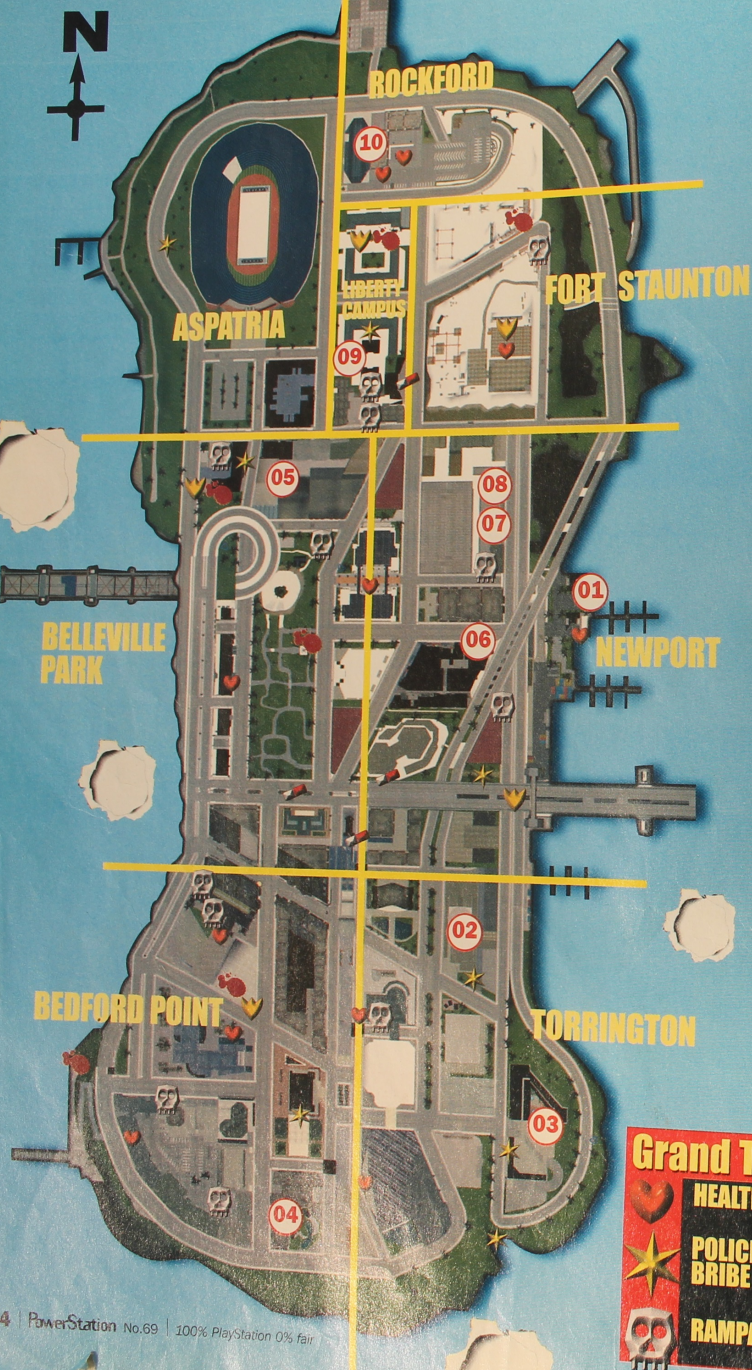
FREE REPAIRS

If your car is in need of a major service just take it to any of your hideouts and put it in the garage. Let the door close then go back in and the car will be good as new.

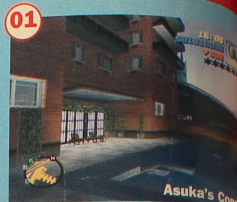
Bonus Goodies SECRETS

BORAGNINE TAXI

Once you've delivered 100 passengers to their destination you'll be rewarded with the red Boragnine Taxi (can you guess the film reference?) which is a faster version of the Cabbie.



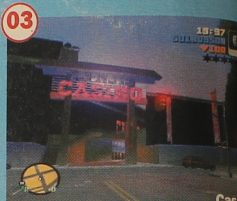
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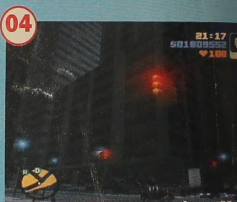
02



03



04



05 HIDEOUT

06 AMMU-NATION

07 8-BALL'S BOMB SHOP

08 PAY 'N' SPRAY

09 YARDIE PAYPHONE

10 CARSON GENERAL HOSPITAL

Grand Theft Auto Key



asuka's jobs

1 Sayonara Salvatore

Get on a boat at the harbour or use the bridge and go across to Portland [A]. Once there, go to Luigi's club in the Red Light District by the time Asuka said (which will be three hours from the time you went to see her). Get up onto the roof opposite the club by going down the alley and use the Sniper Rifle (which you should still have) to shoot Salvatore when he comes out.
Pay: \$25,000



2 Under Surveillance

You'll need a Sniper Rifle for this mission, so if you don't already have one, go and purchase one from Ammu-Nation before you start.

There are some Mafia guys spying on Asuka's operation in three locations around the city and you have 6 minutes 30 seconds to take them all out. Head west to Belleville Park and shoot the two standing on the rock in the middle of the

pond [A]. Now go south and look up at the building opposite the Casino to see six of them. Go up onto the roof of the Casino and shoot them all [B]. Now head west to find a van [C]. Shoot it and two Mafia spies will jump out, so shoot them too.
Pay: \$15,000

3 Paparazzi Purge

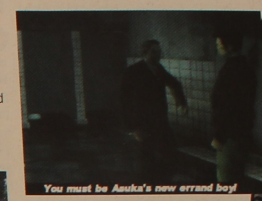
Go down to the dock and get in the police boat [A]. Now simply chase the reporter and fire the boats guns until he's destroyed. Bloody journals, that'll teach 'em!
Pay: \$10,000



4 Payday For Ray

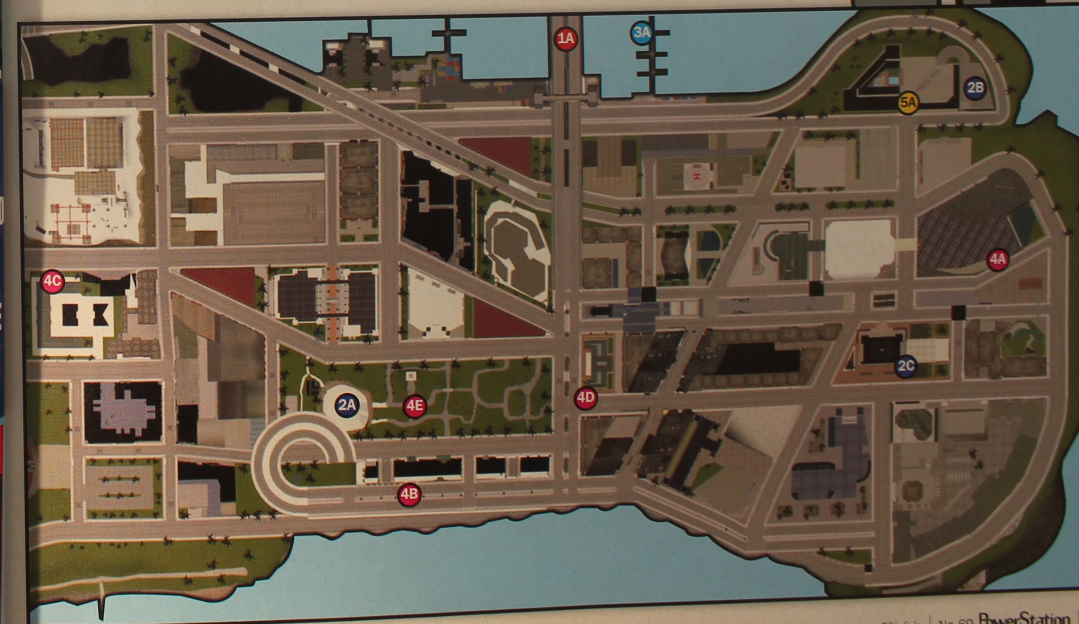
You have 3 minutes 30 seconds for this mission, so immediately go south to the payphone in Torrington [A]. Now you have to get to the phone in West Belleville Park, so turn round and head north [B]. Then continue north to the phone on Liberty Campus [C]. You now need to go south

again to South Belleville Park [D]. Next you have to meet Ray in the toilet block in Belleville Park - but don't worry, the timer has stopped so you won't need to rush [E].
Pay: \$11,000



5 Two-Faced Tanner

Head south to find Tanner (if you've played Driver, the name will ring a bell!) outside the Casino [A]. When he drives off, ram him. Your Wanted rating will suddenly go up to 4, so cops will surround you. Just concentrate on wrecking Tanner's car. The best way to do this is drive alongside him and fire your Uzi: it will only take a few seconds if you match his speed. Once his car is out of action, Tanner will get out and leg it. Mow or gun him down to complete the mission.
Pay: \$20,000



Kenji's Jobs

1 Kanbu Bust-Out

You need a police car, so go to the Police Station in Torrington and take one from the car park – this way you won't attract any police attention [A]. Now you need to rig it with a bomb, so head north to 8-Ball's Bomb Shop [B]. Once the bomb is fitted, go back to the Police Station and park the car on the blue marker in the car park behind the gate (which will open for you as you're driving a police car) [C]. Arm the bomb, get out and run!

Once a hole is blown open in the building, you'll see the Yakuza standing inside. Go over to him and he'll follow you. Get in the other cop car and take off. You need to get to the Spray Shop next to the Bomb Shop, but they won't respray a cop car so you'll need to swap. There should be a Blista parked in the garage opposite, so quickly get into that and drive into the Spray Shop [D]. Once the car's resprayed,



you need to get your passenger to the Yakuza dojo, so head south to Bedford Point [E].
Pay: \$30,000

2 Grand Theft Auto

You only have six minutes to steal all the cars. They are represented by the purple dots on the map, while the garage is the bright purple dot [A] – so make sure you don't go after this, thinking it's a car. The vehicles must be in mint condition to be accepted by the garage in Newport, so this means no shunts or bumps. Fortunately, if you do damage the car, the Spray Shop is next door to the garage where you drop them off, so you won't have far to go.

The first car is a Stinger, which is parked in the car park where you met the suicide bombers [B]. The second one is a Cheetah in the hospital car park in Rockford [C]. The final one is an Infernus in the car park opposite the stadium in Aspatia [D].

Pay: \$25,000

3 Deal Steal

Head north to Newport and you should soon come across a Yardie Lobo. Pull the driver out and steal it. Continue north to Liberty Campus and pick up your contact [A]. Now head to the meeting in the hospital car park in Rockford [B]. Sound

the horn to start the deal, then kill all the Colombians, destroy their vehicles and pick up the Briefcase. Now drive back to the Casino [C].
Pay: \$25,000

4 Shima

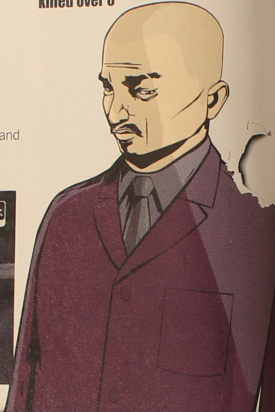
Head round the corner and pick up the Briefcase [A]. Now head down the road to Bedford Point and pick up the next Briefcase [B]. Head to the next blue marker, where you encounter someone who won't pay protection [C]. You now have to find the gang responsible for taking your business and take the protection money. Head east over to Portland [D] and the small dots on the map, which turn out to be Diablo gang members. Kill them all and take the Briefcase. Now go back to Staunton Island and drop off the money at the Casino.

Pay: \$10,000



5 Smack Down

You must kill at least eight Yardie dealers who are represented on the map by green dots. Hunt them down and run over or shoot them. You must be quick, as once a Yardie has pushed their Spank they get off the streets, reducing the chance of you completing the mission. All this killing will obviously attract the attention of the cops, so look out – you won't have time to go to the Spray Shop.
Pay: \$10,000 plus \$1,000 for each Yardie killed over 8



Ray's Jobs

Bonus Goodies SECRETS

POLICE BRIBE

Kill 40 criminals on each island in the Vigilante mission to get the elusive Police Bribe delivered to your hideout.

1 Silence The Sneak

Get to the Witness Protection house in Newport [A]. Look up at the open window and throw a Grenade through it. McAffrey will escape and two cops with machine guns will start firing at you. Kill them and chase McAffrey. Ram and shoot his car until it's destroyed.
Pay: \$30,000

2 Arms Shortage

Head down to the warehouses in Rockford and stop on the blue marker [A]. Grab as much ordinance you can before the Colombians arrive, then blow them away when they do. Unfortunately the tank is locked, so you can't use that, but there are plenty of other weapons. Once all the Colombians are dead and Phil is safe, the mission is complete.
Pay: \$10,000



3 Evidence Dash

As soon as you find the car, ram it. Some Evidence will fall out so pick it up. There are five pieces of Evidence that will fall out and need to be collected. As soon as you ram the car, you'll attract the police, so do your best to shake them. Once you've collected all the Evidence, get out and use a weapon of your choice to destroy the car you're driving.
Pay: \$10,000



4 Gone Fishing

Go to the harbour near Asuka's condo and steal a police boat [A]. Now go round to the lighthouse on the other side of Portland and kill Ray's partner.
Pay: \$15,000

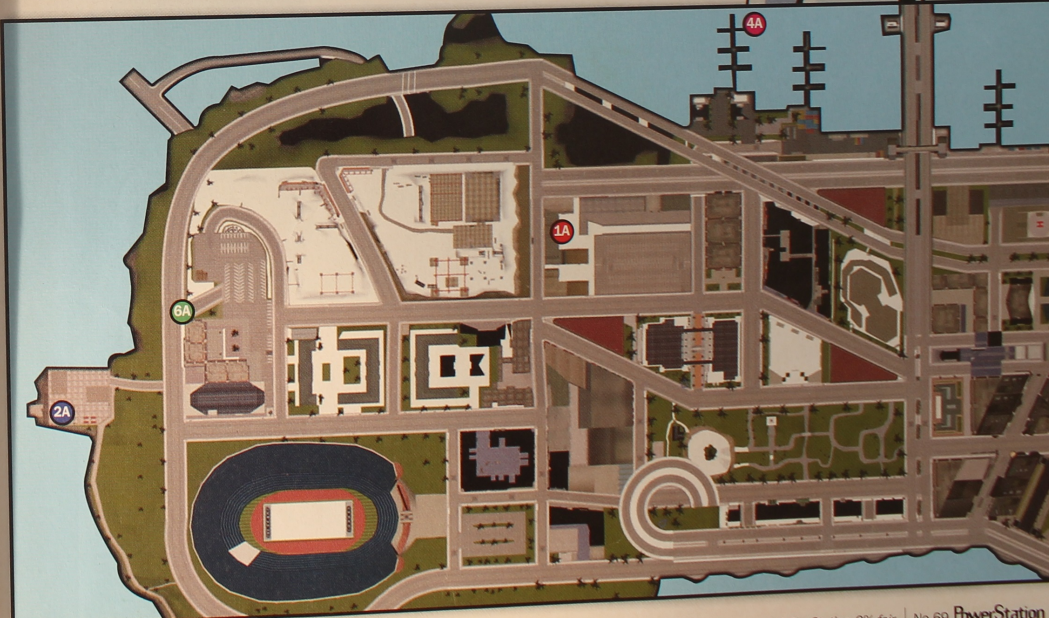
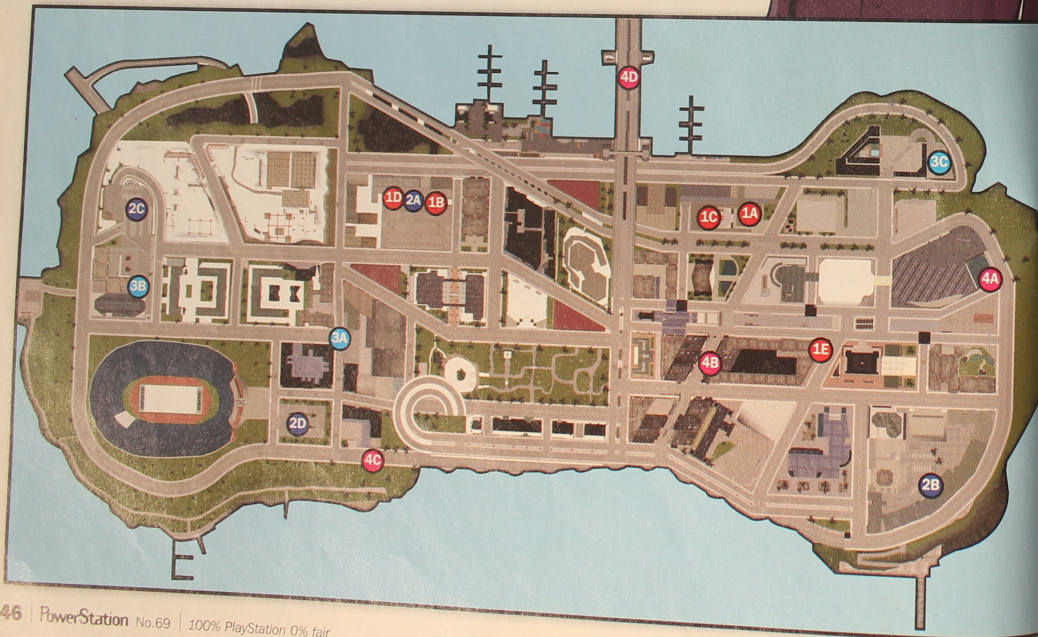
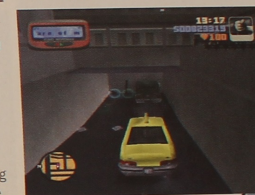
5 Plaster Blaster

When you find the ambulance transporting the witness, ram it. The cops will soon be

on your tail, so keep ramming until the witness bails out. You'll see that he's lying in the road in a full body cast. Keep running over him until the damage meter is full! A Grenade or Rocket would finish him off quicker but there are too many cops around to risk getting out of your car.
Pay: \$10,000

6 Marked Man

You only have three minutes to get Ray to the airport and you can't use the bridge. The quickest way is through the tunnel by the stadium [A]. Make sure you take the left turn in the tunnel that leads to the airport. Just keep your foot down to make it in time. Once you get to the airport, Ray will give you the Keys to his lock-up in Newport that contains weapons, cash and a bulletproof Patriot.
Pay: \$20,000



donald's jobs

1 Liberator

First you need to steal a Colombian Cartel Cruiser, so head north to Fort Staunton and you should find one there. Now you need to rescue the old Oriental gentleman, so head round the corner and up to the gate, which will open [A]. Drive inside and kill the Colombians. The old man is inside one of the garages, so walk up to them and they'll open. But be careful: there may be a Colombian inside. Once you've rescued the old guy, take him back to Donald's place [B].
Pay: \$40,000

2 Waka-gahsira Wipeout

Get a Cartel Cruiser from Fort Staunton again. Now go round the corner to the multi-storey car park in Newport. Drive to the top and kill Kenji [A]. You must not get out of the car, however, as the Yakuza will recognise you. You'll have to perform a



drive-by or run him over. You better get it right first time, though, as the car won't survive another hail of bullets. You can try taking out the gut-toting Triads first, then you'll be free to kill Kenji – but once again, your car may not survive this. Once Kenji is dead, get out of the car park and dump the car in Newport.
Pay: \$30,000

3 A Drop In The Ocean

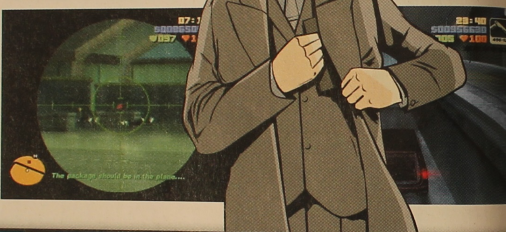
You only have two minutes to get a boat and catch up with the plane, so put your foot down. Get in a boat at the dock near Asuka's condo [A] and follow the plane. It will drop six Packages that you must pick up (make sure you get to them before the cops do). When you've collected them all, you'll have a Wanted rating of five. You need to take the Packages back to Donald's place, so get out of the boat and find a car. Now you need to get to the car park under Donald's building [B]. Drive as fast as you can, avoiding the FBI – and whatever you do, don't get out of your car unless you really have to or they'll be on you in seconds.
Pay: \$10,000

4 Grand Theft Aero

Head over the bridge to Shoreside Vale and go to the airport. When you get to the hangar, you'll see that the Cartel are

waiting for you. Don't go into the hangar but get out of your car and walk away so the Cartel members can't see you. Now use your Sniper Rifle to pick them off one by one. Once they're dead, go into the hangar and get in the plane. The Package is gone so now you need to find the Colombians. Go over to the Pan Lantic van outside and get in it.

Now drive to the construction site at Fort Staunton on Staunton Island [A]. Once there, get out and jump onto the Cartel Cruiser by the blue fence and then onto the hut on the left. Take out the Sniper Rifle and shoot all the Colombians you can see. Now jump over the fence and take out the rest of the Colombians. Get in the lift by the crane and watch the cut-scene. Then drive back to Donald's and drop off the Package in his garage [B].
Pay: \$50,000



5 Escort Service

You need to follow the Security Van to Pike Creek in Shoreside Vale and protect it. This means taking out any Cartel members that try to attack, by ramming them.
Pay: \$40,000

6 Decoy

You now need to go back to Pike Creek and pick up the Security Van to act as a decoy for the SWAT team to follow. When you get in the van, you get an instant Wanted level of six. You need to lead the cops away from the warehouse, so just put your foot down and drive. The van can take quite a lot of abuse but you should try to avoid going near any tanks that will get wheeled out by the army! You basically have to keep driving for three minutes without being caught or wrecking the van.
Pay: \$35,000

Love's Disappearance

Go to Donald's place to see that he's disappeared. This isn't a mission but it's part of the story and the D will stay on the map until you go.

Payphone Jobs

KING COURTNEY WOULD LIKE A WORD. GET TO THE PAYPHONE IN ASPATRIA.

1 Bling-Bling Scramble

This is another checkpoint race – but for every checkpoint you get through, you'll earn \$1,000. Get a fast car and head North to the waste-ground opposite the



2 Uzi Rider

Cross the bridge or go through the tunnel to Portland and head to Hepburn Heights. You need to perform a drive-by shooting and take out some Diablos. Don't get out of the car, otherwise the Yardies will get annoyed and shoot you. Once you've killed about five Diablos, get back to Newport on Staunton Island.
Pay: \$10,000

3 Gang Car Round-Up

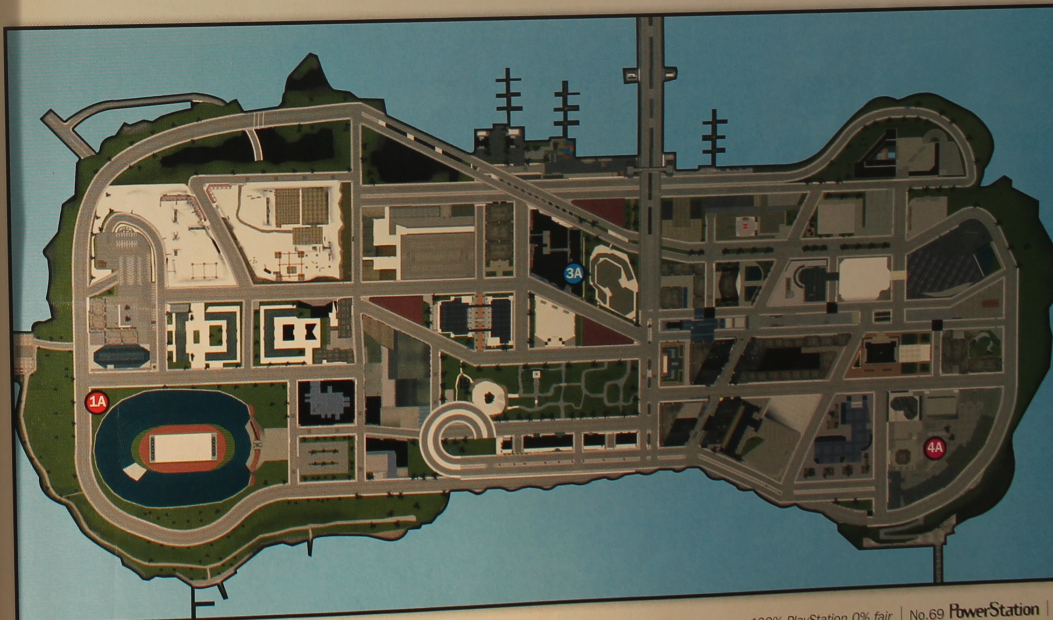
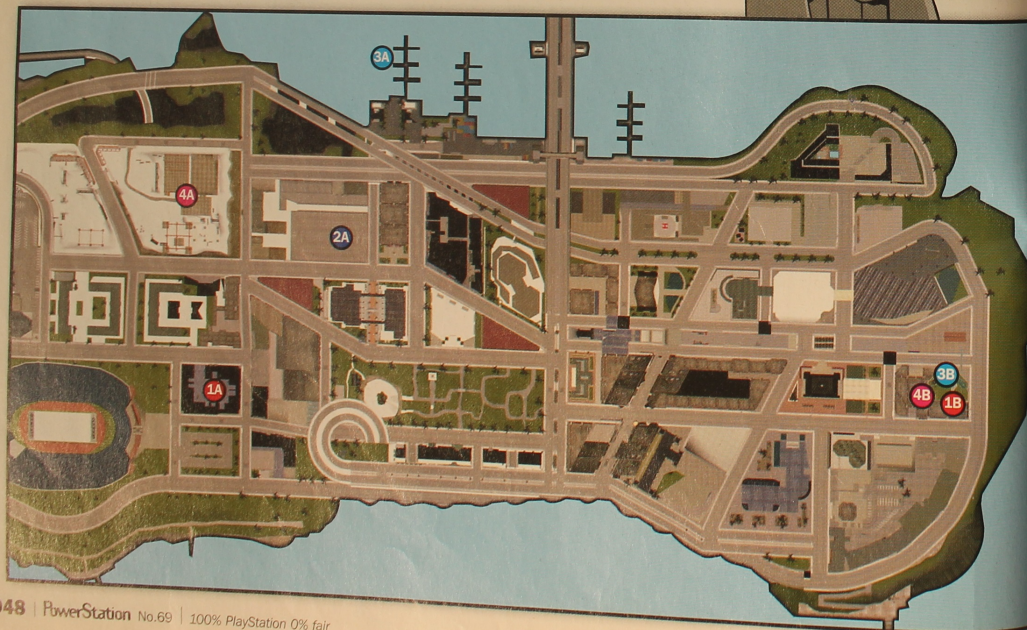
You need to collect and deliver three gang cars: a Mafia Sentinel, Yakuza Stinger and



Diablo Stallion. The Yakuza Stingers are found on Staunton Island, but for the other two you'll have to go back to Portland. Once you have a car, drive it to the garage in Newport [A] – but make sure you don't wreck it, otherwise they won't accept it and you'll have to get it repaired. Note: The best place to find a Mafia Sentinel is outside Salvatore's house as they're empty and you won't get shot at.
Pay: \$10,000

4 Kingdom Come

Head south to Bedford Point quickly as you only have 1 minute 30 seconds to get to the car that is waiting there [A]. When you arrive, some suicide bombers will try to kill you; get out of the car and shoot them from a distance – if you try to run them over, the car will get blown up. To stop them, destroy the vans they are coming out of.
Pay: \$10,000





ONCE YOU'VE COMPLETED THE GRAND THEFT AERO MISSION FOR DONALD LOVE, ASUKA WILL REMAIN IN THE CONSTRUCTION SITE AND GIVE YOU MORE JOBS WHEN YOU GO AND SEE HER.

Bait

You need to act as bait for the Cartel death squads. Head over to Shoreside Vale and get the cars that are purple dots to follow you to the yellow dot. You'll know when they are following you, as their dots will go dark. Do them one at a time and, when you get there, get out of your car and help the Yakuza kill them. Some of them may get back in the car and try to run, so chase and kill them if they do.
Pay: \$35,000

Espresso-2-Go

You need to find and destroy nine coffee stands that are selling Spank within 7 minutes 50 seconds of hitting the first one. Head over to Portland first and go to Trenton then to Saint Mark's. Now go back to Staunton Island and find the five stands in Newport, Belleville Park, Bedford Point (two) and Torrington. Now head over to Shoreside Vale to find one at the airport and another in Pike Creek.
Pay: \$40,000

S.A.M.

You have 3 minutes 30 seconds, so quickly get to the boat at Bedford Point, picking up the Bazooka on the pier. Once in the boat, head west to the marker buoys. When you shoot the plane down you'll get a Wanted rating of four. Pick up the eight packets of Spank and head back to the pier. Get back in your car and go back to the construction site. Look out for SWAT van roadblocks.
Pay: \$45,000

When you get back to the construction site you'll find Asuka dead and a note from Catalina asking for a \$500,000 ransom on Maria...

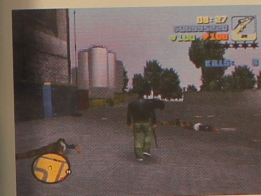
Ransom

Head over to Shoreside Vale and go to the villa in Cedar Grove. You should have over

\$500,000 by now so you don't need to worry about the money.
Pay: N/A

The Exchange

When the cut-scene is over, grab the Uzi off the floor and shoot all the Colombians. Now go to the garage and get the Shield then get in the Cartel Cruiser. Drive out of the gate and soon after you should be shown a helicopter. Follow the chopper to the lower part of the dam where you'll meet more cartel boys. Head along the base of the dam, picking up the Sniper Rifle on the right and killing all the Colombians. Once you get a certain distance along, the chopper will take off - you must shoot it down. Once it's destroyed, head for the platform to find Maria. There are some Colombians with her, shoot them quickly otherwise they'll kill her.



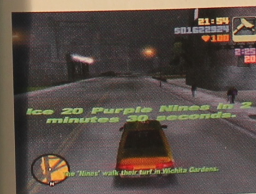
shoreside vale missions

PAYPHONE JOBS

Get to the payphone in Wichita Gardens and we'll talk business.

Uzi Money

You must kill 20 Purple Nines in 2 minutes 30 seconds, but only by a drive-by using an Uzi - any other way you kill them doesn't count. They are the hoods walking around in purple jackets.
Pay: \$10,000



Rigged To Blow

You have six minutes to pick up Ice-D's car and take it to the garage in St Mark's in Portland for the bomb to be defused. Don't crash it at all otherwise it'll explode. Keep an eye on the detonation meter in the top right. Once the bomb has been disarmed, you need to repair any damage you've done, so take it to the Pay 'N' Spray. Now you have to take it back to where you first picked it up but without getting a scratch on it - so take care and use the Pay 'N' Spray in Shoreside Vale if you need to.
Pay: \$20,000

Bullion Run

You need to gather 30 pieces of bullion off the ground and deliver it to the garage in Pike Creek before the time of 6 minutes runs out, but every piece you collect makes your car go slower so don't collect too much at a time. Get over to Pike



Creek and pick up about five pieces of Bullion and take it to the garage down the road, then just carry on making trips carrying the same amount of bullion.
Pay: \$25,000

Rumble

Drive to your hideout and pick up D-Ice's brother from outside. Now drive to the picnic area where you have to fight a gang of Nines - but you can only use a baseball bat, no guns!
Pay: \$10,000



Bonus Goodies

SECRETS

BF INJECTION

This is the car that Joey was working on when you took jobs from him. Once you've completed the Sayonara Salvatore mission for Asuka you'll find it outside Misty's apartment in Hepburn Heights.

FOOTBALL FEATURE

THEY THINK IT'S ALL OVER... IT IS NOW! NOT CONTENT TO PLAY WITH JUST ONE SOCCER SIM, WE BRING YOU TIPS FOR THE TOP FIVE FOOTY GAMES ON PSONE AND PS2.

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PLAYER RUNS

When in possession, any team-mate you're facing will have a glowing marker under his feet. Now just press **○** to make him start a run forward, his path indicated by a dotted line. Then quickly aim to pass a through ball to him; remember to knock the ball ahead of him so that he runs onto it (as you gain control of him, tap **○** to sprint). Diagonal runs and balls work best. If a player is already making a run, you can press **○** to alter his path.

FIFA 2002

FORMAT: PS2
PUBLISHER: EA SPORTS
PRICE: £44.99

BEST WAYS TO SCORE

GOAL 1: THROUGH BALL

Make use of your intelligent team-mates' runs and thread a ball through.

1. Press **○** to make team-mates run ahead or alter their paths.



2. Quickly play a short pass past the defenders, into the path of his run.



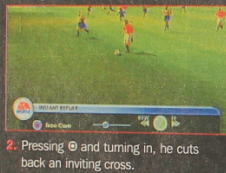
3. Gaining control of the forward, sprint onto the loose ball.



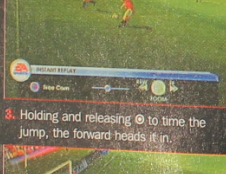
GOAL 2: CROSS & HEADER

On me 'ead, son! Get a good cross into the area and you've got a great chance.

1. Receiving the ball out wide, the winger runs towards the byline.



2. Pressing **○** and turning in, he cuts back an inviting cross.



3. Holding and releasing **○** to time the jump, the forward heads it in.



SOFT TOUCH

Don't overhit your passes - a quick press of the button will do for most, unless you're knocking a long ball across or up the pitch.

BONUS TOURNAMENTS

You can unlock extra cups in Tournament mode...

BONUS 1: COPA AMERICA

Qualify for the World Cup Finals with a CONMEBOL team to unlock the Bonus 1 tournament: the Copa America (featuring teams from South America).



BONUS 2: EUROPEAN CHAMPIONSHIPS

Qualify for the World Cup Finals with a UEFA team to unlock the Bonus 2 tournament: the European Championships.



BONUS 3: GOLD CUP

Qualify for the World Cup Finals with a CONCACAF team to unlock the Bonus 3 tournament: the Gold Cup (with teams mainly from North and Central America).



BONUS 4: ASIAN NATIONS' CUP

Qualify for the World Cup Finals with an AFC team to unlock this bonus tournament.

PANINI CARDS

Win each tournament/qualification to unlock the Panini cards on the Rewards screen.



DAVID BECKHAM SOCCER

FORMAT: PSONE
PUBLISHER: RAGE
PRICE: £29.99

BEST WAYS TO SCORE

GOAL 1: CROSS & HEADER

It's easy to score from crosses (also see 'Corner Goals' Top Tip).

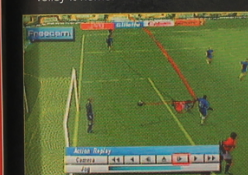
1. Hold **○** to sprint down the wing, getting behind the full back.



2. When you have enough space, press **○** to cross the ball in.

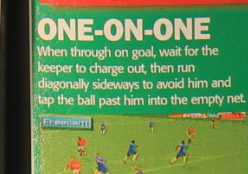


3. Hold **○** and time the release to head or volley it home.

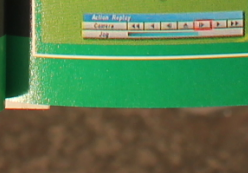


ONE-ON-ONE

When through on goal, wait for the keeper to charge out, then run diagonally sideways to avoid him and tap the ball past him into the empty net.

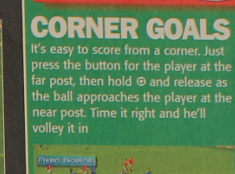


3. Aiming for the corner, he quickly hammers home a shot.

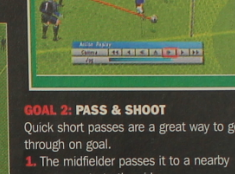


CORNER GOALS

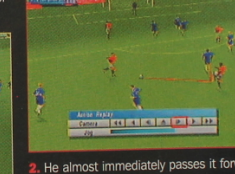
It's easy to score from a corner. Just press the button for the player at the far post, then hold **○** and release as the ball approaches the player at the near post. Time it right and he'll volley it in.



2. He almost immediately passes it forward to the unmarked striker.



2. He almost immediately passes it forward to the unmarked striker.



3. Aiming for the corner, he quickly hammers home a shot.



3. Aiming for the corner, he quickly hammers home a shot.



3. Aiming for the corner, he quickly hammers home a shot.



BONUS ITEMS

Set a certain high score for each task on the Professional Player certificate in the Train With Beckham mode to unlock the following secret Features.

Beckham's Teams
Set a score of at least 20 points for the following tasks to unlock extra teams in Friendly Series, on the Beckham's Teams' group:
Target Free Kicks Manchester Eleven
Target Passing World All Stars
Target Crossing England Eleven



Extra Stadiums
Complete the Panel Bash in under ten seconds to unlock Extra Stadiums. Go to Game Settings in Friendly Series mode to find the new Aztec Arena and Bouncy Castle stadiums.



All Classic Match Games
Score at least 15 points in the Target Shooting to unlock the following extra scenarios in the Classic Match option in Arcade mode: American Samoa vs Australia, Brazil vs Italy, Calais vs Nantes, Manchester vs Munich Whites, Manchester vs Leeds and Italy vs England.



Edit Player Option
Score at least five goals in the Free Play task to unlock the Edit Player option in Game Settings. You can have great fun altering the size of the player's head and body parts!



FOOTBALL FEATURE

> THIS IS FOOTBALL 2002, PRO EVOLUTION SOCCER

THIS IS FOOTBALL 2002

FORMAT: PS2
PUBLISHER: RAGE
PRICE: £29.99

BEST WAYS TO SCORE

GOAL 1: CROSS & HEADER

1. The winger taps **○** twice to knock the ball ahead, then chases it.



2. Pressing **○**, he whips in a cross into the box from the byline.



3. The striker times the release of **○** and aims for the bottom corner.



PowerStation TOP TIPS

SKILL TOUCHES

The best skill moves for beating defenders are the 360° Spin and Step-Over. Try using the Shimmy move (tap **○**) when surrounded by opponents and they'll usually foul you – great for getting penalties.



PowerStation TOP TIPS

KEEPER CHARGE

If the opposition get through on goal, the best tactic is to make the keeper charge out by holding **○**. He may block the shot or just put them right off.

GOAL 2: THROUGH BALL

1. As your player runs across, he spots a team-mate making a run.



2. Time the press of **○** to knock a through ball between the defenders.



3. The striker should have room to sprint through and shoot.



PowerStation TOP TIPS

SHOOTING

The best way to beat the keeper from range is to cut inside, then aim diagonally for the far corner and let fly with the shot.

PowerStation TOP TIPS

WINNING HEADERS

This is an important skill to learn, particularly from goal kicks. When the ball's in the air, get to the 'X' marker, hold **○** and then release just before the ball arrives.



SUPER SKILLS

Here's a handy guide to all the special tricks you can perform while dribbling.

- Tap **○** 360° Spin
- Hold **○** Step-Over & Kick Ahead
- Tap **○** Shimmy
- Hold **○** Shimmy & Kick Ahead
- x2 Kick Ahead

BONUS ITEMS

By winning tournaments at World level, you can unlock various secret features...

EXTRA TEAMS

The following extra sides can be unlocked on the team selection screen.

America All-Stars: Win the America Cup at World level.

Africa All-Stars: Win the Africa Cup at World level.

Asia/Oceania All-Stars: Win the Asia Oceania Cup at World level.

German League All-Stars: Win the German Season at World level.

Ultimate Dream Team: Win the SuperTeam Championship at World level.

SECRET FEATURES

Leicester Square Pitch: Win the Euro Cup on World level to unlock this bonus pitch on the Stadium



STRATEGIES

Remember to set your three alternate strategies on the Strategy/Formation menu before (or during) the match. You can then press **○** repeatedly to switch between them.



Balanced: This is the standard strategy, evenly balanced between defence and attack.



Push Down Wings: Good if your wingers are fast and strikers are good at heading.



Push Down Centre: Works well when you have good passing players.



Counter Attack: Use this against strong opposition, to hit them on the break.



All Out Attack: Leaves you open at the back. Only use it when you urgently need to score!



All Out Defend: Use this one when you need to defend a one-goal lead with little time to go.

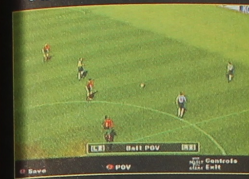
PRO EVOLUTION SOCCER

FORMAT: PS2
PUBLISHER: KONAMI
PRICE: £44.99

BEST WAYS TO SCORE

GOAL 1: THROUGH BALL

1. Time the pass through from midfield to a team-mate making a run.



2. Gaining control of the forward, run to the ball.



3. You should be through on goal with just the keeper to beat.



PowerStation TOP TIPS

CROSSING

Just press **○** from a wide position to cross the ball into the box. However, note where your team-mates are in the box: if there's one at the near post, double-tap **○** for a short cross to him.



PowerStation TOP TIPS

THROUGH PASS

As ever, this is a very useful move for breaking through the defence, particularly if you've got fast forwards to give chase. Try aiming one diagonally for the winger to run onto. The key to successful through-passes is timing and patience – don't just try knocking long ones from deep all the time as they'll almost always be intercepted.



GOAL 2: CROSS & HEADER

1. Get the winger to make a wide run into space behind the full back.



2. Cross the ball in short or long, depending on your team-mates' positions.



3. Press **○** to time the header and direct it into the net.



PSONE & PS2

UNDER CONTROL

Here's a handy guide to all the controls (for more details, check the Controls option in Practice mode).

Dribbling:

- Sprint
- Medium pace
- Slow pace
- Tap **○** rapidly Fake (step-overs)
- Tap **○** rapidly Quick Fake (step-over)
- R3 Jump

Passing:

- Pass
- Long Pass (lob)
- Through Pass
- Fly Through Pass (chipped)
- (wide) Far Side Cross
- x2 (wide) Near Side Cross
- x3 (wide) Grounder Cross
- Early Cross (from anywhere)
- One-Two (low return)
- Fly One-Two (chipped return)
- Right Stick Manual Pass

Shooting:

- (in possession) Shoot (hold for power)
- (ball approaching) Header/Volley
- Loop Shot (chip)
- Loop Shot (lower)
- Fake Shot
- (three kicks) Standard Shot
- (free kick) Grounder Shot (use from distance)
- + **○** (free kick) Chip Shot (use when in very close)

Defence:

- Hold **○** Press (defender moves in)
- Hold **○** Press (second defender moves in)
- Tap **○** Tackle/Shoulder Barge
- Slide Tackle
- Clear (kick/head ball away)
- (ball in air) Clear Volley
- Reaction (charge keeper out)

TOP TEAMS

You don't want to be at a disadvantage when playing against a friend, so make sure you get a decent team. Here are the top five national and club sides, with overall ratings out of 50.

National:

Holland	41
France	40
Argentina	39
Brazil	39
Italy	38

Club:

Munich	41
Manchester	40
Barcelona	38
Leeds	38
Roma	38



FOOTBALL FEATURE

© FIFA 2002 (PS1)

FIFA 2002

FORMAT: PSONE
PUBLISHER: EA SPORTS
PRICE: £29.99

BEST WAYS TO SCORE

GOAL 1: RUN THROUGH

Use sheer sprinting power or skill moves to break through the defence.

1. With a nifty drag-back, (double-tap ) the forward fools the defender.



2. He can now sprint through on goal with just the keeper to beat.



3. The easiest way to score is to chip (tap ) the charging keeper.



GET A HEADER

The trick to winning headers is timing. Holding the button, release it as the ball approaches, to make your player jump up - ideally, he should reach the top of his leap just as the ball arrives. The three different types of headers all come in useful, but the passing one () is particularly good from long clips and goal kicks - use the D-pad/stick to direct it towards a nearby team-mate.



CHIP HIM

If you break through on goal and the keeper comes charging out at you, just tap  to chip it over him. It's by far the easiest (and most elegant) way to score!



BONUS TOURNAMENTS

You can unlock three extra cups in Tournament mode by qualifying for the World Cup Finals in various ways...

Bonus 1: Copa America
Qualify for the World Cup Finals with a CONMEBOL team to unlock the Bonus 1 tournament: the Copa America (featuring teams from South America).



Bonus 2: European Championships
Qualify for the World Cup Finals with a UEFA team to unlock the Bonus 2 tournament: the European Championships.



Bonus 3: Gold Cup
Qualify for the World Cup Finals with a CONCACAF team to unlock the Bonus 3 tournament: the Gold Cup (featuring teams mainly from North and Central America).



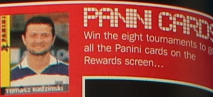
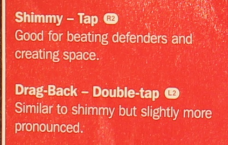
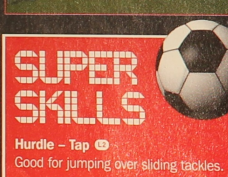
GOAL 2: CROSS & HEADER
One of the most satisfying ways to score, with a header or spectacular volley.
1. The winger sprints up the wing, using pace or skill to beat the full back.



2. Holding  and pointing the D-pad/stick towards the box, he crosses it in.



3. Timing his leap perfectly, the striker heads it into the onion bag.



PENALTIES

Don't hit a penalty at full power or you may whack it over the bar. You only need about two-thirds power to hit it into the top of the net. Direct it left/right into the top corner - do the same with low power for the bottom corners. And always be ready to knock in the rebound if the keeper saves it.

CHEAT OPTIONS

Find these by pressing  on the Rewards screen. However, you have to unlock them by winning cups and leagues. Here are a few to be going on with - we'll bring you the rest soon.

EASY Big Melon

Win the European Champions' Cup to unlock it. This cheat gives all the players big heads (as if they didn't have them anyway!).

Crazy Ball

Win the EFA Trophy to unlock it. This cheat makes the ball move in a crazy way whenever you lob it (press ).

MEDIUM Stay N Play

Win the European Championships to unlock it. There are no more throw-ins as the ball always rebounds from the touchline.

They All Fall Down

Win the Copa America to unlock it. If your team keeps possession for too long they'll all fall down.

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TOP20

- | | | |
|-----------------------|-------|---|
| All G 2 | 11218 | Good evening. You've reached Staines Massive Punani advice line ansaphone... |
| Mission Impossible | 11111 | "Hello caller, your mission, should you choose to accept it, is to leave..." |
| Austin Powers | 11096 | "Like, no one's home, baby...Oh behave baby!" |
| Bohemian Rhapsody | 11126 | "Is this a real voice? No this is an answerphone..." |
| Pulp Fiction | 11101 | "Any of you hang up without leaving a message and I'll execute every last one of you..." |
| Silence of the Lambs | 11104 | "Have the lumps stopped screaming? I do wish we could chat longer but I'm having an old friend for dinner..." |
| Friends | 11109 | "You better leave a message before you go away..." |
| Simpsons 2 | 11119 | "Hello, you've reached the home of - whoever you're calling..." |
| Cartman (South Park) | 11231 | "Ok Ok, this is Cartman. I'm not coming to the phone so you'd better leave a message or I'll kick your butt!" |
| Del Boy | 11221 | "Oil Rodney, you plucker. Come here. This machine is top of the range, Japanese, state of the art equipment..." |
| Only Fools and Horses | 11114 | "I'm afraid there's no one available to take your call at the moment - Oh, give me that you little tart!" |
| Cheech and Chong | 11157 | "Oh man, thank you for calling the number. No one can come to the phone right now cos they're kinda tied up..." |
| Fal Fingers | 11046 | "The fingers you have used to dial are too fat..." |
| Lee Evans | 11238 | "Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?" |
| Lily Savage | 11226 | "This is an answer phone right? And what you do is leave a message. Now I'm either out seeing a stripper in bed..." |
| Dumb and Dumber | 11098 | "Want to hear the most annoying sound in the world?" |
| Richard Wilson | 11223 | "What??? ... I'm supposed to what? ... leave a message? ... but I'm not calling anyone..." |
| Terminator | 11105 | "Don't terminate your call, I'll be back..." |
| Murray Walker | 11222 | "Hello, and welcome to the British answer phone... have a short message after the pip stop. GoGoGoGoGo!" |
| Clint Eastwood | 11162 | "There's no one here but Smith, Weston and me..." |

Music

- | | | |
|------------------|-------|--|
| Uncle Kracker | 11278 | "Can't answer the phone right now, I'm too busy listening to Uncle Kracker, leave a message." |
| Englishman in NY | 11135 | "I don't think I am home right now my dear..." |
| Wonderful World | 11193 | "Well I don't claim to be here this moment, but I'd long to be, cause baby by being here this moment..." |
| Wonderful World | 11192 | "...and I think to myself who the hell can it be..." |
| Sory Thing | 11190 | "I believe in miracles, when you call, you say thing...I believe in miracles, when you leave your name..." |
| Man in Mirror | 11189 | "Just one message get me oh so excited...if you wanna make the world a better place..." |
| Military Rap | 11188 | "I don't know who you are, Where you calling near or far..." |
| Morican | 11187 | "Well you know I'm at the Fiesta, I will call you when I take a Siesta" |
| You've Got To Be | 11153 | "You've got to be good, you've got to be kind, you've got to leave a message..." |
| Tell Me Why | 11152 | "Tell me why, why you called on my phone..." |
| Spice Girls | 11151 | "If you want to be my lover, you have got to leave. Leave your name and number..." |

Movies

- | | | |
|----------------------|-------|--|
| Austin Powers | 11096 | "Like, no ones home, baby...Oh behave baby!" |
| Pulp Fiction | 11101 | "Any of you hang up without leaving a message and I'll execute every last one of you..." |
| Mission Impossible | 11099 | "Leave your name, phone number and the name of the country you wish to invade" |
| Dumb and Dumber | 11098 | "Want to hear the most annoying sound in the world?" |
| Terminator | 11105 | "Don't terminate your call, I'll be back..." |
| Silence of the Lambs | 11104 | "Have the lumps stopped screaming? I do wish we could chat longer but I'm having an old friend for dinner..." |
| Ace Ventura | 11228 | "Hi, this is Ace. Ventura. Pet detective. Somewhere out there is a lonely, needing animal...All right then..." |
| Queen Amidaia | 11268 | "This is Queen Amidaia of the Naboo...we have blocked all incoming communications..." |
| Jar Jar Binks | 11267 | "Hellooooo...me's a out at the moment...you's a can leave us a message..." |
| Yoda | 11266 | "Mmm. The force is strong in this one. You will leave a message after the beep" |
| Darth Vader | 11265 | "I sense a disturbance in the force. The dark side is calling me..." |
| Humphrey Bogart | 11154 | "Of all the answering machines in all the world you had to call mine..." |

People

- | | | |
|--------------------|-------|---|
| Chris Tarrant | 11240 | "How do you feel? Relaxed? Confident? Good. Okay...Final answer?" |
| Lee Evans | 11238 | "Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?" |
| Murray Walker | 11222 | "Hello, and welcome to the British answer phone... have a short message after the pip stop. GoGoGoGoGo!" |
| David Beckham 2 | 11220 | "Oh please let me leave the answerphone message Victoria... I'll wear the thong again..." |
| Lily Savage | 11226 | "This is an answer phone right? ... leave your mess after the long moan..." |
| Elvis Presley | 11172 | "Hey baby, this here's the King..." |
| Madonna | 11169 | "What are you calling for? Remember when you hear the beep to express yourself..." |
| Clint Eastwood | 11162 | "There's no one here but Smith, Weston and me..." |
| Cheech and Chong | 11157 | "Oh man, thank you for calling the number. No one can speak right now cos they're kinda tied up..." |
| Robin Williams | 11179 | "Hello, you've reached Dr. Heimlich, leave a message" |
| John Wayne | 11178 | "Hold on there plerkin, just because this is an answering machine doesn't give you the right to hang up..." |
| Barbara Walters | 11177 | "Hello, the house you have called..." |
| Shirley Temple | 11176 | "Sorry but no one is at home, gosh oh gee but I have fun, taking down messages one by one" |
| Sylvester Stallone | 11174 | "Hello, just a minute, it's for me..." |
| Ronald Reagan | 11173 | "Hello, I'm here taking your message, why are you calling and what do you have to say..." |
| Mick Jagger | 11168 | "How you all doing out there? I can't hear you..." |
| Michael Jackson | 11167 | "Hi, thanks for calling, I don't want to say too much - it's too painful..." |
| Paul Gossigine | 11166 | "Wah Hey man...Leave us a message after the beep or I think I might start to cry..." |
| Zsa Zsa Gabor | 11165 | "Hello darling, I was just clipping my poodles and I think they are all gay..." |
| W.C. Fields | 11164 | "An answering machine, enough to drive a person to drink..." |
| Dame Edna Everage | 11163 | "Hello possums, I'm sorry I'm not able to pick up the Megastar Hotline right now..." |
| Rodney Dangerfield | 11161 | "Hi, this is Rodney Dangerfield. No one can come to the phone, they're not seeing my new movie..." |
| Alice Cooper | 11160 | "Hello you rotten little bloodsuckers, this is Alice Cooper..." |

Fun

- | | | |
|-------------------|-------|---|
| Workout | 11095 | "And 5, 6, 7, 8, can't talk right now..." |
| Witch | 11094 | "Gobble gobble troll and bobbie, I'm not home so what's the trouble..." |
| Win a Car | 11093 | "Congratulations, you are the one millionth caller and you have just won a brand new car..." |
| Warning | 11092 | "Warning, this call is being monitored and is being traced to your number..." |
| Voice Blackmail | 11091 | "Your voice patterns are now being digitally encoded and stored..." |
| Vampire | 11090 | "Good day, we are all lying down on the job at the moment...but your call is not in vein..." |
| Turtle Tribute | 11089 | "We can't come to the phone right now because our pet turtle, Tippy, has passed away..." |
| Trailer | 11088 | "And now, from the household you tried to reach - The untold story of how my mind your call..." |
| Texan | 11087 | "If you leave your name and number I'll show the flow of the phone activity at this time..." |
| Telephone Tag | 11086 | "It's Telephone Tag Time again! You leave a message on this machine, then you get a return call..." |
| Teenager | 11085 | "Like hi, oh, like all my parents say I do is give them attitude, rightine..." |
| Talk Show | 11084 | "Hello there and welcome to the show, todays topic is answering machines..." |
| Spooky | 11083 | "Thank you for calling, please leave a sound byte..." |
| Special | 11081 | "Hello...you must be someone very special..." |
| Space Station Mir | 11080 | "Good day comrades, Thank you for calling Space Station Mir..." |
| Space Shuttle | 11079 | "Good day, thanks for calling the Space Shuttle..." |
| Sixth Sense | 11078 | "We know who you are and what you want so at the sound of the tone please hang up" |
| Silly Voices | 11077 | "Hello, you have reached the Monty Python Silly Voices Preservation Society" |
| Sex and Lies | 11076 | "Hi, Thanks for calling the White House..." |
| Seconds Remaining | 11075 | "You will have exactly 10 seconds less remaining in your life..." |
| Screening | 11074 | "Hello, we're home right now screening our calls..." |
| Secretary | 11073 | "Hello, no, he went out for 15 minutes half an hour ago and won't be back for 2 hours..." |

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LEGACY OF KAIN: SOUL REAVER 2

> NOSGOTH'S PRESENT

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Legacy Of Kain: Soul Reaver 2

WITH A PLOT THICKER THAN
BETTER READ THIS COMPLETE

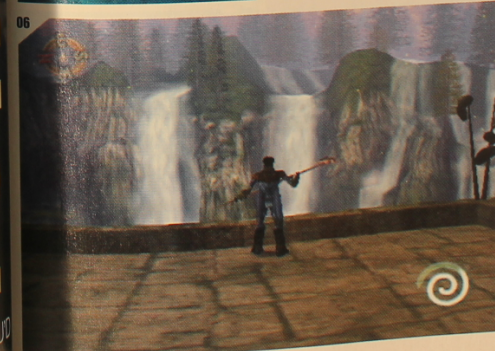
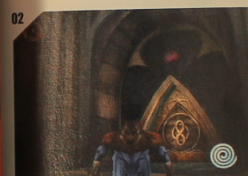
WORLD TO EXPLORE, YOU
SAVE YOUR SOUL.

PS2 WALK-THRU

Chapter 1: Nosgoth's Present

Part 1: The Sarafan Stronghold

Having recapped all the happenings in the original *Soul Reaver* adventure (thanks to both Kain and Moebius), you'll be in control of Raziel [01]. There's another time-streaming device that you can use to escape this time zone, but it's locked [02] – you'll need the powers of the Light Reaver in order to open it. Instead, turn towards the large double doors and go through them into the Sarafan.



Stronghold. This whole area can be considered as a training camp for you to relearn all the skills Raziel carries over from the first game – practise your movement, fighting and other abilities as you make your way around.

It's a pretty straight path through the stronghold; although it looks complex, you can only really go one way. If you're blocked in a room with several guards [03], kill all the enemies to open the way forwards. Halfway through you'll need to phase into the **Spectral Realm** to pass through the iron gate [04]; shortly afterwards in a huge hallway, phase back to the **Material Realm** and turn right, running to the large gates at the end [05] for another long cut-scene. Continue through the stronghold, climbing the stairs in the altar room to reach the upper floor, until you make it outside to the ledge overlooking the Southern Lake [06].

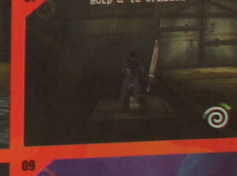


Part 2: To The Pillars & Beyond

Drop into the water below and look right – the Light Forge where you can get the Light Reaver to unlock the time-streaming device is here [01], but you can't get inside yet. Instead, swim straight ahead from the ledge to find a small outcrop of land. Jump onto it and turn the large wheel set into the wall [02] to open a gate underwater on the left. Dive back in and swim through [03],

heading left to find another outcrop with a large white obelisk on it [04]. You can save your game here – it's usually a good idea to do so whenever you find one. Back by the water's edge, turn left and jump up the cliff, following the ledges over to the opening in the cliff opposite [05].

From here, it's a short journey to the Pillars Of Nosgoth – just follow the path (killing or avoiding the enemies as you please) until you reach the river. You'll find a tall staircase nearby [06] so climb it and cross the bridge at the top to rejoin the path. Keep going and you'll arrive at a pair of barred gates; kill the enemies nearby so they don't disturb you, then hold down the lever [07] until the bars move aside so that you can go through the gate and find the Pillars. After chatting to Kain, phase into the



LEGACY OF KAIN: SOUL REAVER 2

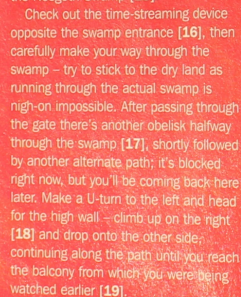
>NOSGOTH'S PRESENT



Spectral Realm [08] and climb the stairs that appear behind the Pillars. Continue along the narrow cave path until you reach a clearing where you can phase back to the **Material Realm** [09] – turn left and pass under the rock arch, following the path until you reach a door with a familiar picture on it [10]. Whip out the Reaver and use it to open the door into the Subterranean Ruins.



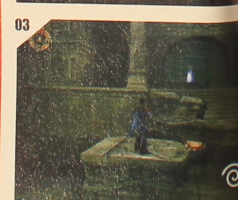
your game at the obelisk opposite, dive into the water and swim through the passage illuminated with glowing rocks [13]. Keep swimming until you can leave the water, then climb the ramps and drop off the ledge at the top to land in another pool. Swim down and follow the underwater path [14], taking note of the surroundings – you'll be coming back here later when there's no water to swim through! Past the large altar and through the narrow cave, swim up until you can leave the water again when you'll find you've reached the Nosgoth Swamp [15].



Part 3: The Dark Forge

At the back of the balcony, you'll find another locked door [01] – open it with the Reaver, then go through and watch it close again. Down the passage, slice the Thrall two and steal his **Shield**. You can use it as a key to open the wall just ahead [02]. Keep moving along and phase into the **Spectral Realm**, running forwards to find the phasing portal in the alcove on the right. You'll see a Reflector Disc above which you need, but can't reach... yet. Turn around and climb the patterned wall on either side of the room to reach the balcony above. Back towards the room where the Reflector Disc was, jump onto the small platform and then cross to the ledge opposite [03] so you can drop into the main crystal room behind the locked door.

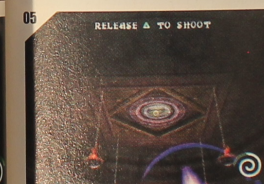
Rotate the mirrored plinth to the left and run through the opened door, phasing into the **Spectral Realm** to pass through the gate. At the top of the stairs, drop into the next room and find the portal at the back before returning to the front and climbing the wall to reach the upper ledge. Pull the pillar on the right three times, then run over to the mirrored plinth and turn it towards the pillar to create a shadow bridge [04]. Standing on this bridge, equi-



the Reaver and look up to see a skylight – shoot it to open a hole, allowing sunlight to fall onto the mirrored plinth [05].

Jump onto the central platform and turn the mirrored plinth to the right twice so that it shines on the shutter [06]; jump through this and push the sundial on the other side to the right twice to open a hole in the floor. Drop through and return to the main crystal room – turn the mirrored plinth right and run through the door, phasing into the **Spectral Realm** to pass through another gate. Cross the room and climb the ledges to find another portal, phasing back to the **Material Realm**; now climb one of the walls on either side of the room and jump from the ledge onto the platform in the middle of the room. Phase into the **Spectral Realm** to raise the platform [07], allowing you to jump to the ledge ahead and find yet another portal.

Kill the Thrall for another **Shield Key**, using it to pass through the opened wall. At the end of the hall, look up to see another skylight for you to shoot [08] – move the far right-hand pillar towards the entrance three times, then rotate the mirrored plinth right until it shines on the pillar [09]. Climb onto the broken pillar and jump through the new hole in the wall, running through to get the **Reflector Disc** you saw earlier [10]. Drop down and run over to the locked door leading to the main crystal room; it'll open, letting you through. Run to the end and place the Reflector Plate beneath the sunlight to activate the **Dark Forge** [11]. Head back and imbue the **Dark Reaver** before leaving the forge – you'll need to use the Reaver to open several doors along the way to get back outside again.



PS2 WALK-THRU

Part 4: The Journey Back

After talking to Vorador for a bit, your next task is to return to the Light Forge that you spotted earlier; now that you've got the Dark Reaver, you can get inside. Although what you need to do is quite straightforward, it's quite a trek – you need to run all the way back through the swampland [01], swim through the subterranean pool [02] and dash back

past the ruins [03] (talking to the Elder God along the way), then leg it through the overground section to the Pillars [04] before returning to the Southern Lake. Save the game and swim back through to the area beneath the stronghold, using the Dark Reaver to unlock the door to the Light Forge [05]... if you've lost the Reaver, you can empower it again using the font near the wheel that opens the underwater gate [06].



LEGACY OF KAIN: SOUL REAVER 2

> NOSGOTH'S PRESENT

Part 5: The Light Forge

Once the door closes behind you, head for the hall at the end of the passage – glide over to the small platform in the middle and use the Dark Reaver on the smoking hole [01] to activate the shadow bridge over to the other side. Cross over and phase to the Spectral Realm [02].

Run ahead and open the door into the main chamber [03] – after taking everything in, head for the gate at the back of the room and pass through it by phasing into the Spectral Realm again [04]. You'll need to run a long way ahead to find another portal in order to phase back into the Material Realm; to get the Sun Emblem under the Sentry Eye [05], you have to blind it with a

blast from the Dark Reaver. Ignore it for now and return to the gate you just phased through in the long chamber, turning right through the gate [06], then push the gate to open the door until it reflects on it back towards the gate opposite. Go through the Reflector Disc opposite. Go through the door and follow the hall until you find some more Thralls – kill them to obtain the Reflector Disc [07], then return to the long chamber and place it on the pedestal opposite the mirrored plinth [08]. It'll shine sunlight onto another mirrored plinth; turn this to the left to open the door before turning it to the right so that the light hits the pillar over the gap [09].

Go through the door and down the passage, phasing into the Spectral Realm to pass through the gate [10]. Climb onto the pillars and jump over to the long platform, then glide to the ledge opposite above the shining light [11] – follow the path to the very end and use the portal to return to the Material Realm. Go back to the gate and use the nearby font to imbue the Dark Reaver, then pull out the glowing pillar [12] and use it to reach the upper ledge again. Return to where the portal was and use the Dark Reaver on the smoking hole to create a shadow bridge over the long chamber [13]. Cross the bridge and

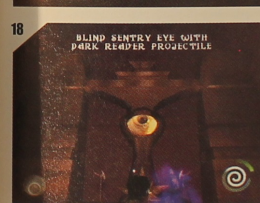
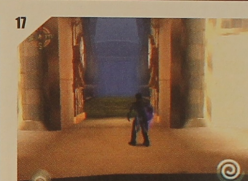
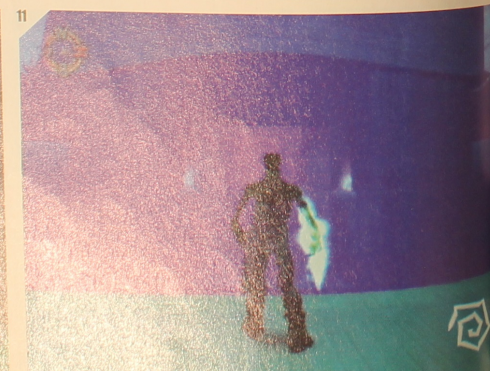
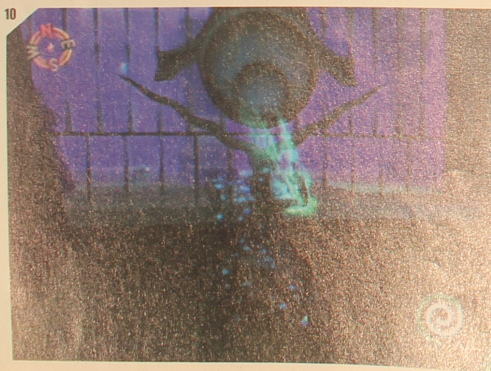
kill the Thralls at the end of the hall for another Reflector Disc, dropping through the open gate [14] to land on the floor below. Place the Reflector Disc on the pedestal, then use the Dark Reaver to open the door and shine light onto the first mirror in the main chamber [15]. Open the door opposite using the Dark Reaver as well, then turn the corner to find the pillar blocking the light from the mirror on the other side of the gap [16]. Use the Dark Reaver to move it aside, lighting up the second mirror and opening the main gate [17]. Now run all the way back to where

the Sentry Eye is and blast it with the Dark Reaver [18] – grab the Sun Emblem while it's stunned, then return to the main chamber and place the Sun Emblem on the pedestal at the base of the statue to activate the Light Forge [19]. Imbue the Light Reaver and then leave the Light Forge – you'll have to use the Light Reaver to unlock the gates in your way to get out [20].



LIKE A DOLPHIN

When swimming, constant use of the underwater dash (L + R together) will get you to your destination much faster.



PS2 WALK-THRU

Part 6: Back To The Stronghold

Outside the Light Forge, go back over to the crank wheel and open the underwater gate – pass through it and swim over to the obelisk on the left. Look up at the huge gate behind you and use the Light Reaver to shoot the crystal [01] that opens it. Swim inside and climb out onto

the ledge [02], going through the door to return to the stronghold. From here, you should be able to work your way back inside until you return to the time-streaming chamber [03]; shoot the crystal above the door with the Light Reaver [04] and talk to Moebius, forcing him to transport you into the past... or so you think.



STAY ARMED

Unless you're carrying something important, try to always hold a weapon – they're more reliable than the Soul Reaver and don't absorb the souls of the dead.

LEGACY OF KAIN: SOUL REAVER 2

> NOSGOTH'S FUTURE

Chapter 11: Nosgoth's Future

Part 1: Into The Mountains

After emerging from the time-streaming chamber and discovering that Moebius has well and truly screwed you over, it's time to leave the stronghold again. Finding your way out is even easier this time as the path has, in most cases, been literally torn down by demons [01]. However, these demons are still hanging around and they're incredibly nasty – these are the only enemies you'll have big problems with in the whole game as they



can exist in both realms and can actually destroy you! Try to avoid them if you can, but be careful about being fenced in with a group of them [02]; when this happens, you'll have to defeat them all before you can move on.

Eventually, you'll pass through the stronghold and reach the Southern Lake again; swim through it as before (using the game [03]). So far, so good... but now, you've got to follow the path again through the Pillars and Subterranean Ruins to reach the Nosgoth Swamps again. Remember that path into the mountains that was blocked earlier? That's where we're going. The demons will be everywhere [04], so watch out! When you finally make it to the Pillars, avoid the horned demon [05] and slip into the Spectral Realm to climb the stairs – phase back in the next clearing and head back to the Subterranean Ruins, opening the door to get inside.



After meeting the Elder God again in the depths of the ruins, dive into the water again and continue as you did in Nosgoth's Present [06]. As we said, there's less water in the altar area when you finally get there; imbue the Dark Reaver and carry on into the dry ruins. Make your way up the ledges, using the Dark Reaver at one point to create a shadow bridge across the high wall you can climb up to reach the swamps again.

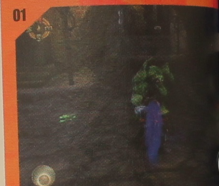
Not surprisingly, the only way out of this future is via the time-streaming chamber opposite the swamp entrance [08]. You need the Air Reaver to get inside – the force can be found in the mountains. Keep moving until you reach the previously blocked path; climb the wall to reach the mountain path [09].



WATCH IT
Take notice of the cut-scenes (not the story ones, but the ones that occur when you enter a room), they usually show something important nearby.

Part 2: The Ruins Of Janos's Past

As was the case with the journey from Sarafan Stronghold to the Dark Forge, the path leading to the Air Forge is pretty much a straight path – you'll pass through the mountain village of Uschtenheim before reaching Janos Audron's lair [01]. Follow the mountain path, killing the annoying demons that block your path until you reach the outpost garrison village [03]. Jump up onto the battlements and kill the guards, pulling the lever to raise the gate inside; drop back down, run through the village to the far side, the obelisk in the centre of town to see the game [04]. Past the gate on the side of the village, you'll return to the mountain path – follow it straight on (climbing the ledges where necessary, you'll soon reach the massive lake)



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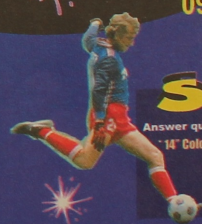
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LEGACY OF KAIN: SOUL REAVER 2

—NOSGOTH'S FUTURE



THINGS CHANGE
Don't take it for granted that you know what's ahead when covering old ground: certain things will have changed in the future and past (collapsed bridges, new obstacles and so on).

the base of Janos's lair [05] where Kain will be waiting. After he's gone, look left to see a low platform [06]. Move quickly to avoid the guards and demons, imbuing the **Dark Reaver** halfway up [07] and taking out the demons that block the path. Continue up the nearby stairs to find another Sentry Eye [08] – blind it with your **Dark Reaver** and then quickly use the Reaver to open the door to the Air Forge.



Part 3: The Air Forge

Run up the long staircase inside the forge and imbue the **Light Reaver** at the fort, using it to shoot the glowing section of the pillar ahead [01]. Jump over the gap to the platform opposite and phase into the Spectral Realm to pass through



the gate. Phase back using the portal near the checkpoint [02] then move through the passages, killing anything that moves until you reach a dead end. Kill the Thralls to get the **Air Key**, opening the wall to find the Air Forge's central chamber [03]. [See **The Red Heart Stone**]

The Red Heart Stone

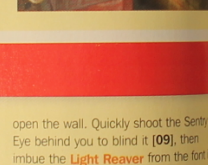
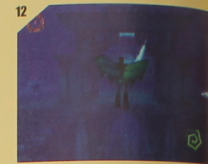
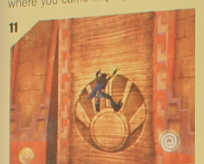
Ignore everything for now and drop into the deep pit in the middle of the chamber – use the nearby fort to imbue the **Dark Reaver**, then climb the wall marked with the Dark Reaver symbol [04] to reach a ledge. Open the door with the Dark Reaver [05] and kill the Thralls inside for an **Air Key** that opens the wall into the room beyond. Climb the



The Green Heart Stone

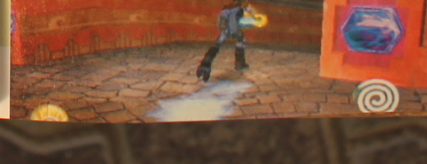
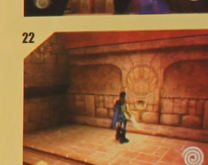
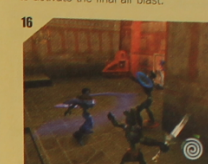
Carry the Red Heart Stone back to the pit in the middle of the central chamber and run down the passage marked with red crystals to find an altar. Place the Red Heart Stone on the altar to activate the first of three air blasts before returning to the pit. This time, imbue the **Light Reaver** from the fort and climb the wall marked with the Light Reaver symbol [11] – open the door at the top and kill more Thralls to receive another **Air Key**.

In the next chamber, jump up to the ledge at the back of the room and phase into the Spectral Realm; this will cancel out the blasting wind and allow you to glide to the ledge above where you came in [12]. Go right and



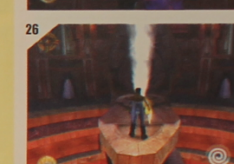
The Blue Heart Stone

Returning to the pit again, look at the walls to find the one marked with a Reaver symbol [15] and climb up it to reach a high ledge. Open the door at the end of the passage and kill the Thralls in the next room to get another **Air Key** [16], using it to access the chamber beyond the wall. Phase into the Spectral Realm and use the block that warped outwards to climb the left wall onto the raised ledge [17]. Phase back into the Material Realm and use the blasting wind to glide all the way across the room to the ledge opposite [18] – imbue the **Dark Reaver** at the fort, then use it to pull the stone block with a face on it out of the wall [19]. You can use this new blasting wind to



Once all three air blasts have been activated, you can glide up to the central chamber again on the updraft [24] – make sure you've got the **Dark Reaver** imbued before doing so. Land on the small platform in the middle and shoot the dark-coloured globe up to the right [25] with the Dark Reaver, then drop back down into the pit and imbue the **Light Reaver**. Return to the small platform and shoot the light-coloured globe on the left to activate the **Air Forge** [26].

Imbue the **Air Reaver**, then leave the forge; again, you'll need to either fly up over any obstacles by activating the Air Altars in front of them (like the one directly behind where you imbue the Air Reaver [27]) or open doors by blowing them down with your Air Reaver's powerful blast before you can escape into the mountains again [28].



Part 4: A Blast From The Past

Another long trek. You've got to head back out of the mountains away from Janos's lair and return to the time-streaming chamber at the entrance to the swamp [01]... what a journey! It's not that tough though, seeing as how you know where you're going – just retrace your steps through the mountains, back through Uschtenheim (you'll have to open the gates again to get in and out [02], using the levers provided – SAVE THE GAME before you leave!) and down into the swamp near the Dark Forge. If you climb the wall back towards the balcony where the Dark Forge is [03], you can cut out a fair old chunk of the swampland and be back at the time-streaming chamber in no time. Use the Air Reaver to blow the door down and run inside until you reach an Air Altar – activate it and glide up, using the updraft to float over the huge pit in the floor [04]. On the other side, follow the passage until you arrive in the time-streaming chamber itself. Walk over to the device in the middle and activate it to send Raziel hurtling back into Nosgoth's history.



LEGACY OF KAIN: SOUL REAVER 2

Chapter III: Nosgoth's Past

>NOSGOTH'S PAST

Part 1: Off To See The Vampire

Those rather nasty demons are gone... for now. Nosgoth is considerably safer (and snowier [01]) in the past and, as such, you shouldn't have too much trouble going about your business. You should know where you're going – the path that you have to take leads back into the mountains [02], so trek back through the swamp until you reach the high wall leading to the mountain path. Unfortunately, it's too high and you can't climb up in any more; instead, use your Air Reaver to activate the Air Altar to the left of the wall [03] and glide up on the

updraft to reach the ledge above. Follow the familiar path, taking care to avoid as many of the Sarafan warriors as you can [04] – they're not tough to kill but there's plenty of them, so watch out.

Pass through Uschtenheim [05] and continue along the mountain path until you reach Janos Audron's lair; it hasn't been destroyed yet, but the lake below it is frozen solid [06]. Phase into the **Spectral Realm**, then drop through the hole in the ice directly in front of the fortress and head through the large hole in the wall ahead [07]. Phase back into the **Material Realm**, then swim down the narrow cavern and rise up to climb out of the water.



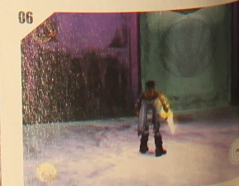
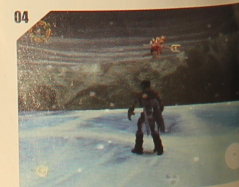
Part 2: Janos Audron's Retreat

Out of the water, you'll find yourself in the outer chamber of Janos' retreat. To begin with, ignore the Sentry Eye ahead and with, ignore the ramps, following the climb either to the back of the room. Face north and run forwards, jumping the gap just past the empty offering bowl [01] to reach a font – imbue the **Air Reaver** here, then turn around and, jumping the gap, head down the snow-filled passage directly ahead of you [02]. At the end of the passage, blow the cracked wall down with the Air Reaver; this will open up a passage to the frozen lake outside [03]. Jump through it and turn left, heading for the ledge with two Sarafan guards on it [04] – activate the Air Altar at the end of it, then rise up to reach another ledge. Use the font here to imbue the **Dark Reaver**, then return to Janos's retreat via the hole you made in the wall.

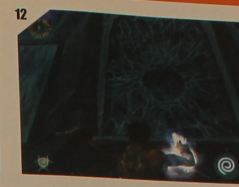
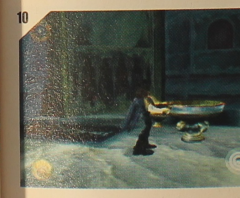
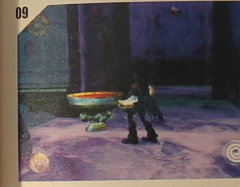
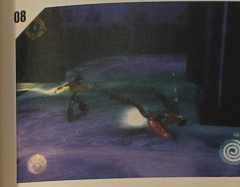


Blind the Sentry Eye and collect the **Offering Cup** from the pedestal beneath it, then run to the blood-filled offering bowl near where you came out of the water. Fill the Cup with blood [05] and run up the ramp, filling the empty bowl on the next floor with it. A staircase will appear, allowing you to access the next floor up. Follow the passage to the far end and go down the stairs to the heart of the retreat. Imbue the **Light Reaver** in the font just to the left of the ramp ahead, then run up this ramp and turn right at the top – when you reach the door with the Light symbol on it [06], turn right again and jump the gap before turning left and approaching the locked door. Turn left to see a pair of Light symbols hanging from the ceiling, one behind the other; use your aim to hit them up in a straight shot [07] and then fire the Light Reaver to lower the bridge opposite. Jump back across the way you came and cross the bridge, killing the Thrall on the other side for a **Shield Key** [08]. Use this to open the locked door, then head for the southern end of the room to find more **Offering Cups**. There's an offering bowl full of blood between the two Cups [09] so fill one up from it before running across the bridge, through the unlocked door and along the path to find an empty offering bowl [10]. Fill this with blood to make another set of stairs appear to the next floor up [11].

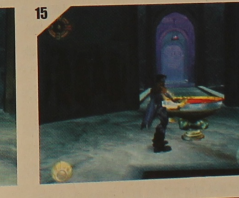
Use the font on the left of the stairs to imbue the **Air Reaver**, then climb up and blow down the cracked wall at the top [12]. Run past the Offering Cups and blow down the cracked wall at the other end, dropping off the balcony outside to reach the Light Reaver font on the ground below [13]. Imbue the **Light Reaver** and return to the Offering Cups on the second floor up where you just were – stand between



them and look out to see more Light symbols hanging from the ceiling [14]. Shoot these to make a Light bridge fall down, then grab an **Offering Cup** and fill it with blood from the bowl just down the ramp to the left [15]. Go back up and cross the bridge, filling the bowl on the other side to extend a ledge over to the Dark Reaver font. Cross over and imbue the **Dark Reaver** before heading back across the Light bridge you just lowered and turning right. Blind the Sentry Eye at



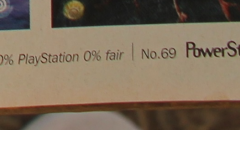
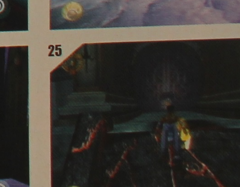
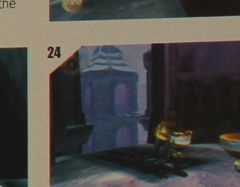
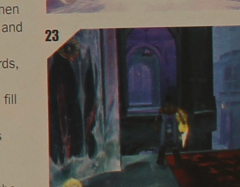
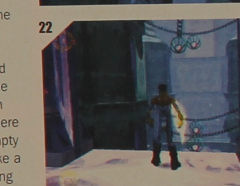
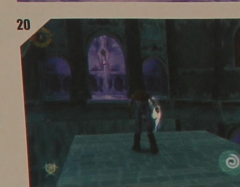
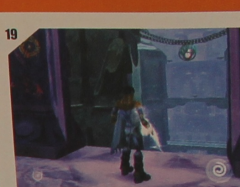
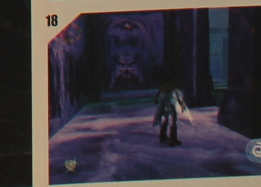
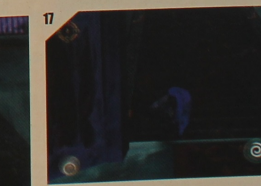
the end, then run over and kill the Thrall for another **Shield Key**. Use it to open the locked door just behind you to the north [16]. Grab another **Offering Cup** and fill it with blood from the nearby bowl, filling the bowl behind the unlocked door to reveal another staircase [17].



Drop down a floor and imbue the **Air Reaver**, then run back up and take the stairs you just created up to the next level. Just to the right, you'll see a gap in the metal fencing [18] – turn right at it to see an Air Medallion. Shoot it to reveal more Light symbols on chains [19]; ignore them and head left towards another locked door. Jump the gap in the floor just on the right of this [20] and kill the Thrall on the other side for a **Shield Key** that'll let you unlock the door. Drop to the ground floor and imbue the **Light Reaver**, then run all the way back up to the top and shoot the Light symbols you just revealed [21]. Through the door you unlocked, there's another gap in the wall along the corridor with more Light symbols outside [22] – these are swinging, so you'll have to time your shot just right.

Head back to the stairs leading up to this floor and jump over the gap to the ledge opposite [23], turning right to face another gap. Glide across this as well and kill the Thrall in the passage on the other side for a **Shield Key**. Use it to open the door at the end of the passage and run right down to the end to grab an **Offering Cup**. Nip down the stairs to fill your Cup from the bowl on the floor below, then leg it back to where you just killed the Thrall to find an empty offering bowl [24] – fill this up to make a bridge appear. Retrace your steps along the passage and grab another **Cup**, then run back past the bowl you just filled and collect some more blood.

Now follow the obvious path forwards, crossing the two Light bridges you lowered to find a final offering bowl – fill this up and one final staircase will appear, allowing you to reach Janos's chamber [25]. Run up in and have a nice long chat with him – when the trouble starts, he'll teleport you into the Fire Forge.



PS2 WALK-THRU

LEGACY OF KAIN: SOUL REAVER 2

~NOSGOTH'S PAST

Part 3: The Fire Forge

This is a small area, so you should be able to complete it quite quickly – there's an obelisk on the left of where you enter if you feel like saving [01]. From the actual forge, jump to the platform ahead with a dead torch on it [02]; from here, drop down and run north to the flaming torch at the far end. Grab a small **Torch** from the wall and ignite it from the flames [03], watching the room fill with blood as you do so. Use the rising platforms to return to the dead torch [04] (don't fall into the blood or the flame will go out) and set light to the torch to make the platforms move. Drop into the blood and swim over to the Light Reaver font, imbuing the **Light Reaver** – look up [05] and shoot the crystal on the ceiling with the Light Reaver to drain the blood.

Quickly drop down and imbue the **Air Reaver** from the font, then wait for the blood to refill [06] and swim to the southern end of the room where the

original flaming torch is. Stand on the small platform just in front of the Air Altar on it [07] and use the Air Reaver on the hole to make more updraft platforms rise out of the wall behind, grating it in the flames. Now use the updrafts to glide up to the dead torch at the northern end of the room [08], igniting it to make the blood rise. Swim back and imbue the **Light Reaver**. Then quickly grab another small **Torch** and ignite it in the flames. This is where you have to move very fast – you've got to use the alternate updrafts (zigzagging back and forth) to return to the Fire Forge entrance before the blood rises back up again and blocks you off [10]. When you finally make it, use the flaming **Torch** on the main forge to activate the **Fire Forge**. Imbue the **Fire Reaver** and head back to the entrance, using the Reaver to open the door and watch Janos's demise.

Part 4: Revenge!

There's only one thing left to do now... go back to the Sarafan Stronghold and wreak back to the death of Janos Aurdon! Unfortunately, the demons are back – since you're so close to reaching your destiny, you're determined to stop you. You'll run into a load of them as you proceed back through the mountains, past Uschtenheim and back into the Nosgoth Swamps. From here, take the short cut via the Dark Forge balcony to pass through the swamp quickly and head towards the Subterranean Ruins [01].

This area is now totally dry, so you're going to have to work your way around on foot. The only tricky bit is near the altar area: you'll need to imbue the **Air Reaver** at the font on the right, then activate the Air Altar at the base of the structure [02] to be able to glide upwards. From here, jump to the platform on the right and head up to the opening near the ceiling – you can imbue the **Fire Reaver** at the font nearby before exiting this chamber. Proceed through the ruins, using the Reaver once more to open the door and return to the outside world.

Head to the Pillars – watch out when you get there, because three huge horned demons will appear and you can't carry on without beating them. Try to take them on one at a time, avoiding any fireballs they throw at you from a distance. When they've been defeated, make your way back down the path to the now-frozen Southern Lake, going right to find the obelisk where you can save the game. If you need to imbue the **Fire Reaver** (you may have slipped into the Spectral Realm at some point because of those damn demons), there's a font on the far left side of the lake – now return to the outcrop of land by the gates to the stronghold and plunge the Fire Reaver into the plinth on the floor to unfreeze parts of the lake [03]. Imbue the **Light Reaver** at the font on the side of the lake opposite the Fire Reaver font, then shoot the crystal above the gates to open them.

Enter the stronghold and make your way through until you run into Moebius once more; you'll wind up getting your hands on the physical manifestation of the **Soul Reaver** and become practically invincible... a bit weird, considering this is the end of the game! Continue through the stronghold and you'll meet Zephon and Malchiah, two of your ex-Sarafan cohorts [04]. Wipe them out and proceed into the next chamber where you'll face Rahab and Dumah [05] – kill them to open the way forwards into the next room where Turel awaits. Destroy him as well, going through the final door to reach the Sarafan altar room to meet... oh look, it's you [06]. All that remains is to kill yourself (a mind-bending twist; if ever there was one) and then watch the conclusion of the saga, where Raziel discovers that he really should have stayed in bed and not going adventuring after all [07]. Bugger.



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| 5229 Love Me Love Me - Shaggy | 5502 Too Close - Blue |
| 4890 Magic Roundabout - TV Theme | 4854 Top Gun - Take My Breath Away |
| 5671 Manha No - Bob The Builder | 3679 Touch Me - Rui Da Silva feat. Casandra |
| 3541 March On Together - Leeds Anthem | 0159 Tubular Bells - Mike Oldfield |
| 0221 March Of The Day - TV Theme | 5441 Turn Off The Light - Nelly Furtado |
| 4691 Pink Panther - TV Theme | 5063 U Remind Me - Usher |
| 4869 Professionals - TV Theme | 3484 Undertaker (Nail) - WWF Theme |
| 5392 One Minute Man - Mos Def | 3719 Upstom Girl - Westlife |
| 1505 Rock DJ - Robbie Williams | 0005 Walk This Way - Aerosmith |
| 3679 Rollin - Limp Bizkit | 4760 We Come 1 - Fatboyz |
| 0126 Rule Britannia - British Anthem | 5064 Welsh National Anthem |
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| 0374 Sexbomb | 2670 Whole Again - Atomic Kitten |
| 3705 Shaggy - It Wasn't Me | 5338 With Or Without You - U2 |
| | 3725 X - Xzibit |
| | 3545 You'll Never Walk Alone - Liverpool |
| | 1512 Zombination - Kenkraft 200 |



THE SIMPSONS ROAD RAGE

> CHARACTERS & MISSIONS

ESSENTIALS

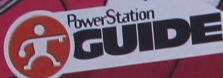
GENRE: DRIVING
PUBLISHER: EA
PRICE: £39.99



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THE SIMPSONS ROAD RAGE

CHARACTERS



HOMER: Family Sedan / The Car Built For Homer
This is the car for the beginner. It has decent speed and handling but slows down a lot when something is hit. The Car Built For Homer is faster but the handling suffers slightly from this.



MARGE: Canyonero
The Canyonero isn't built for speed but can knock most obstacles out of the way without slowing down a great deal. Its handling isn't too bad and can take most corners with ease.



LISA: Eco-Taurus
The Eco-Taurus is surprisingly fast for an electric car and, due to its small size, can easily weave in and out of traffic. However, it does come a cropper when confronted with an obstacle and loses a lot of speed.



FLANDERS: Station Wagon
This motor's slow but does handle pretty well. The Station Wagon is good with obstacles but not much else. Not a bad choice, but not a good one either.



GROUNDKEEPER WILLIE: Tractor
Willie's Tractor is pretty fast but comes like... well, like a Tractor. However, it is good at knocking oncoming traffic out of the way.



CHIEF WIGGUM: Cop Car
Quick and good against traffic, the Cop Car is a good choice but the handling does leave something to be desired.



SNAKE: U1 Bandit
Like Apu's Sports Car, this is pretty quick and handles well too. It does slow down a lot when confronted with an obstacle, but the speed makes up for it.



BART: Soap Box Racer
Bart's racer has good speed but being rocket shaped doesn't do it any favours while cornering. Hitting obstacles slows it down, so it's only for those who are experts at weaving through traffic.



GRAMPA: Shiner's Cart
Grampa's Cart is similar to the Soap Box Racer in that it has a decent speed but doesn't handle well and is slowed considerably when an object is hit.



MOE: Sedan
Similar to Homer's Sedan, this is a good all-rounder with decent handling and speed. Most obstacles don't cause too much trouble.



OTTO: School Bus
The School Bus is slow and has poor handling. It can push through most traffic but this doesn't really make up for the poor speed.



APU: Sports Car
One of the best vehicles in the game, it has great speed and good handling. It does slow down quite a bit when you hit oncoming traffic, but you should be able to weave in and out.



BARNEY: Plow King
The Plow King is slower than most but can barge its way through the heaviest traffic to reach the destination.



HOMER: Mr Plow
Similar to Barney's Plow King but slightly faster, it can knock traffic out of the way easily but is pretty slow.



KRUSTY THE CLOWN: Klowm Kar
The Klowm Kar is another all-rounder with good speed and handling and can hold its own against the traffic.



REVEREND LOVEJOY: Book Burning Mobile
Not a bad speed, but the handling is pretty poor. Good at pushing through traffic but not very good overall.



PROFESSOR FRINK: Flying Car
The Flying Car is quick and handles pretty well but is very poor when it comes to obstacles and is slowed to almost a standstill when confronted with anything large.

MISSIONS

ONCE THESE MISSIONS ARE COMPLETED, YOU'LL UNLOCK THE CAR BUILT FOR HOMER.

WILLIE'S PAPER SHREDDER
You have one minute to hit 12 Newspaper Boxes. Just keep going straight, try not to crash too much and you'll manage this easily within the time.



THEY'LL NEVER TAKE ME ALIVE
You have 40 seconds to hit 12 Garbage Cans. Head across the dam and follow the road to hit them all.



HOMER ON THE RUN
Just get to the Cooling Towers in 25 seconds without getting hit by Mr Burns. When you can hear him you'll know he's near, so look out.



SAVE THE HOVERCAR
You have 30 seconds to get to City Hall without getting hit by Mr Burns. This is almost identical to the Homer On The Run mission.



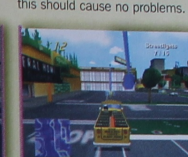
BARNEY'S RAGE
You have 45 seconds to hit 12 mascots. Head straight on, until you reach the stadium in which you'll find four mascots.



NOT THE TREES
You need to hit 24 Wood Piles in 50 seconds. This sounds like a lot but each pile counts for 3 so you only have to hit 8 piles.



OTTO'S DRIVING TEST
You have 30 seconds to knock over 15 streetlights. Fortunately they're all close together, so, as long as you don't hang about, this should cause no problems.



KRUSTY'S ESCAPE
You have one minute to knock over 15 street signs. The signs are easy to find - just keep to the route they follow.



SNAKE'S DAY OFF
You need to knock over 20 barrels of Nuclear Waste in 50 seconds. Just follow the trail around the edge of the Power Plant to get them all.



BURNS' ARENA
You have 45 seconds to knock over 20 pieces of Statue. They are all contained within Burns' garden and require no searching.



SPRINGFIELD - A TOURIST'S GUIDE

SPRINGFIELD CAN BE A CONFUSING PLACE AT TIMES SO HERE'S OUR HANDY A-Z.

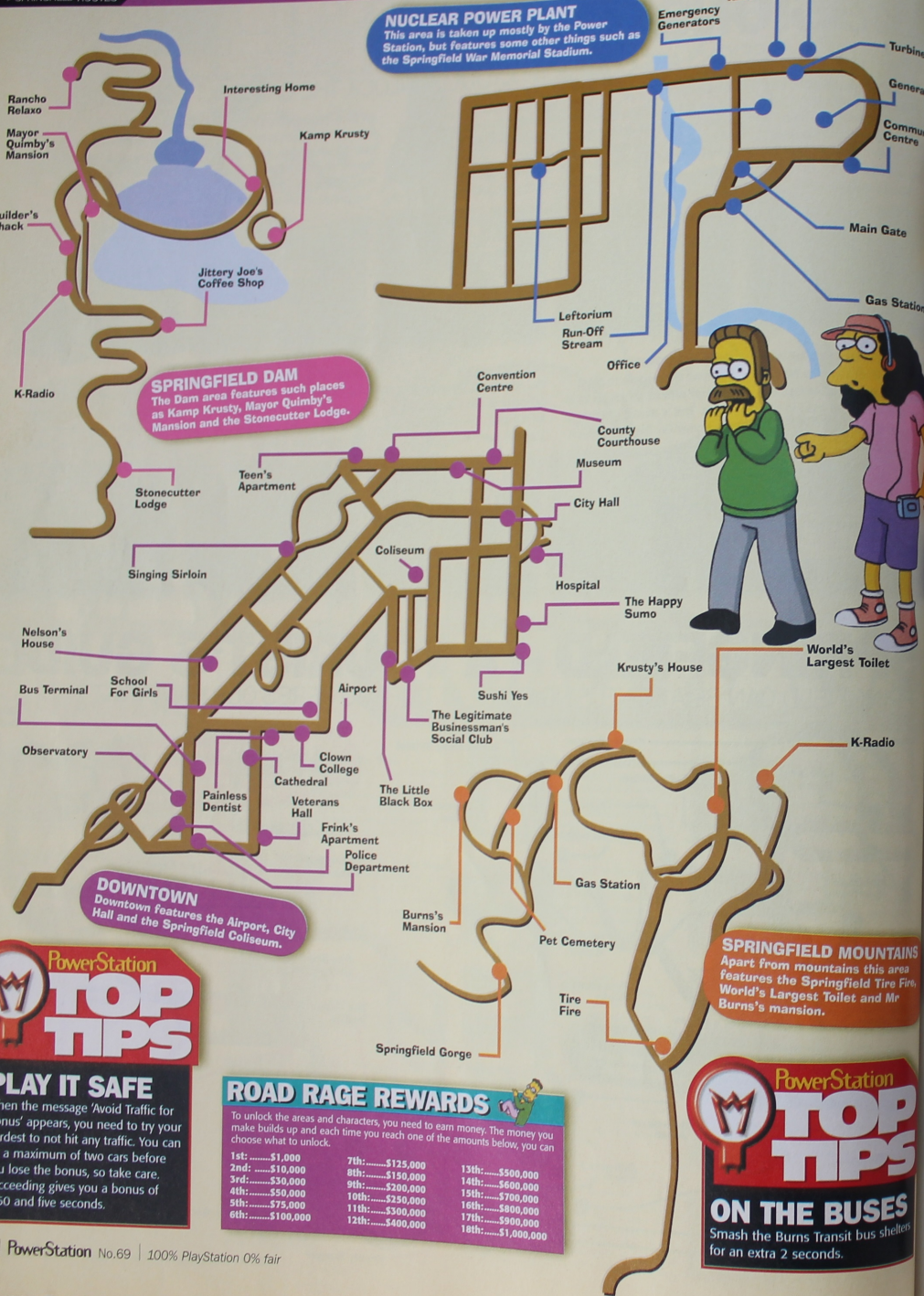


DESTROY

When the message 'Destroy Stuff for Bonus' appears, aim for all objects such as trees and lampposts to achieve the score set for you at the top right of the screen. Succeeding gives you a bonus of \$1,000 and five seconds.

THE SIMPSONS ROAD RAGE

SPRINGFIELD ROUTES



NUCLEAR POWER PLANT
This area is taken up mostly by the Power Station, but features some other things such as the Springfield War Memorial Stadium.

SPRINGFIELD DAM
The Dam area features such places as Kamp Krusty, Mayor Quimby's Mansion and the Stonecutter Lodge.

DOWNTOWN
Downtown features the Airport, City Hall and the Springfield Coliseum.

SPRINGFIELD MOUNTAINS
Apart from mountains this area features the Springfield Tire Fire, World's Largest Toilet and Mr Burns's mansion.



PLAY IT SAFE
When the message 'Avoid Traffic for Bonus' appears, you need to try your hardest to not hit any traffic. You can hit a maximum of two cars before you lose the bonus, so take care. Succeeding gives you a bonus of \$250 and five seconds.

ROAD RAGE REWARDS

To unlock the areas and characters, you need to earn money. The money you make builds up and each time you reach one of the amounts below, you can choose what to unlock.

1st: \$1,000	7th: \$125,000	13th: \$500,000
2nd: \$10,000	8th: \$150,000	14th: \$600,000
3rd: \$50,000	9th: \$200,000	15th: \$700,000
4th: \$50,000	10th: \$250,000	16th: \$800,000
5th: \$75,000	11th: \$300,000	17th: \$900,000
6th: \$100,000	12th: \$400,000	18th: \$1,000,000



ON THE BUSES
Smash the Burns Transit bus shells for an extra 2 seconds.

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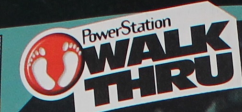
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PROJECT EDEN

>MISSION 7

ESSENTIALS

GENRE: ACTION ADVENTURE
PUBLISHER: EIDOS
PRICE: \$44.99



Project Eden

THE FINAL HALF OF THE MASSIVE WALK-THRU GUIDE WILL SEE YOU THROUGH TO THE END, TO REVEAL THE TRUE IDENTITY OF THE ENEMY BOSS.



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PowerStation INFO

ROVER

This tiny robot has tracks making it capable of crossing almost any terrain. When dropped, this little unit can squeeze through small gaps and shoot objects with its laser cannon. Of course, it can also be used to collect items. Use the Team Control menu to use the Rover anywhere.



Mission 7 Skytran

Belt Up

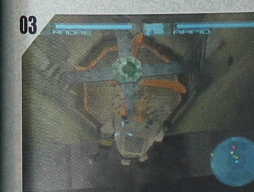
Move forwards along the conveyor belt and headquarters will radio you. It seems an old Skytran is still operational and that by using it you can get closer to finding out exactly who is controlling these strange creatures.

Continue along conveyor then quickly jump onto side when belt starts moving. Quickly shoot leeches eating machinery: when they're dead the conveyor belt will explode [01]. Move team across smoking machinery to far end of passage, then turn left and walk along another conveyor belt. An explosion rips a huge hole in right wall, so be ready to take out the creatures that attack. Continue to end of the passage and hit switch beside doors. Unfortunately the doors are stuck, so select Rover and drive through small gap, then look behind boxes on left to find a vent [02]. Drive through it and destroy leeches draining equipment, then doors will open and you can continue.

Walk into room and use **Minoko** to hack terminal, then read email about fan. Hack

code to gain control of security cannon, then change to **Andre**. Push small door ahead and walk through into a small corridor, then hit button on left to call lift. Ride it up to next floor and blast gate blocking end of passage. Drop onto fan below, then carefully head over to switch on opposite wall [03]. Activate switch to start fan, then carefully drop onto metal grate underneath and through small hole to return to team.

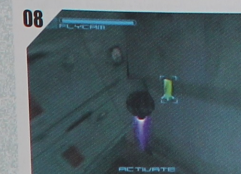
Switch to **Minoko** and head through small door towards lift, then into a small room on right to find another terminal. Hack the system and power up fan to make it explode [04]. Quickly return to your team and hack terminal to gain control of security cannons, then select **Amber** and head through open doors towards station. There are many strange creatures in this area so head out and fire a couple of shots, then lead them back to passage and use security cannon to take them down.



Main Station

When most of the creatures are dead, move team along corridor, mopping up any remaining creatures. Head up left stairs to reach main station building, then switch to **Andre** and repair panel on wall [05]. As

soon as panel is repaired, look left towards a closed door and get your pistols ready to shoot creatures which burst through. When they're dead, change to **Carter** and activate panel, then switch to **Minoko** and



MEET THE TEAM

The four characters have very different abilities, so you often need to switch them to complete tasks. In our guide, they're colour-coded as follows...

Minoko: D-Pad ←

The female character of the group is the computer expert. She will be needed to access all computer terminals and also to control any remote equipment.



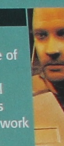
Amber: D-Pad ↓

The android member of the group has really impressive armour that can resist all manner of environmental hazards. Use Amber to walk along steaming corridors and areas with high voltage.



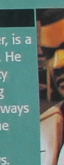
Andre: D-Pad →

Andre is a first-class engineer and is capable of repairing any broken equipment. He is a vital member of the team as nothing ever seems to work quite how it should.



Carter: D-Pad ↑

The team leader, Carter, is a good all-round soldier. He has the highest security clearance of all the gang members and must always be the one to open the UPA door locks and conduct any interviews.



head through UPA door in centre of building. Open door in corner to enter ticket office, then hack terminal in wall cupboard [06]. Gain control of security cannon in main station, then target weak walls and blast them to pieces. Change characters to control the team of three outside, then walk down right stairs and wait beside glass doors at bottom. Switch back to **Minoko** and use terminal to open doors, then quickly move team inside before they close again. Switch back to **Minoko** and take control of security camera again inside main station.

Change back to **Carter** and open UPA door on left, then enter and collect **Disc Launcher** from service lift [07]. Head up stairs to platform and blast huge flying creatures that swoop down, then head right towards waiting room. Drop Sentry Gun for additional fire power, then kill all creatures. Continue to other end of platform and down right stairs. At the bottom, a strange creature erupts from floor: aim for either of its two heads and keep blasting until it falls. Shoot leech clinging to circuits that control doors, then change to **Andre** and repair broken handle on nearby door. Enter this old locker room and use Flycam to fly over fallen lockers and locate a small green wall switch [08]. Hit it to open doors outside in central square, then move team back outside.

Change to **Minoko** and exit system, then head back outside to join team. Head through open gate into other side of locker room, then blast huge creature that jumps out. Head through hole in wall on right and examine console. Move **Minoko** around to right and onto lift platform, then switch to **Carter** and press button on right twice to raise platform to middle. Switch back to **Minoko** and walk onto shelving in middle of room, then look left towards fallen piece of ceiling. Carefully drop onto shelf, then duck underneath fallen piece of ceiling and climb back up onto top shelf. Now drop down onto second lift on right and climb shelves ahead, then walk through hole in wall [09]. Follow passage to find another hole in floor, then carefully drop onto box and open nearby door. Move **Carter** and rest of team back into locker room, then search area to right to find door that **Minoko** has just opened. Head through door and along corridor to end, then blast wooden planks out of way and enter room at end. Kill transformed gangster in corner, then climb left stairs. Use **Carter** to open laser-guarded door at top, then enter and activate battery panel on wall [10]. Hit switch in centre to turn on all the lights, then walk rest of team into this room to be tagged by **Recharge** point.

PROJECT EDEN

> MISSION 7

Steam Room

Head back to metal walkway and continue around corner into dark area, then hit switch on wall to open gate ahead. Follow corridor to end and onto bridge ahead, then turn left and blast a duo of beasts that drop from the vent. Head back to centre of bridge and across to right, then walk down well-hidden stairs to reach machinery below. Switch to **Amber** and head left past machines, then climb over pipe through steam and walk back along centre of equipment [11]. Turn left at end and walk through steam again, then walk all the way down into corner and activate pressure gauge at end. When steam is gone, move rest of team along same route, then switch to **Andre** and repair machine near locked door [12]. Use **Carter** to access panel on wall then drop through hole in floor, moving team past **Recharge** point and along corridor to end. Blast two beasts in passage, then target metal gate above your head [13]. Climb boxes and out into large room above, then quickly blast two large creatures that evolve from rats.

Move to the right of room and hit switch on wall to call lift. Move team onto it and ride to top, then enter room here and splatter creature that erupts from floor [14]. Change to **Minoko** and hack terminal on wall behind, then open doors and get back onto lift to return to ground.



TEAM CONTROL

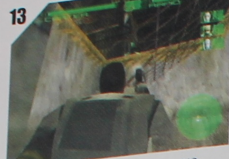
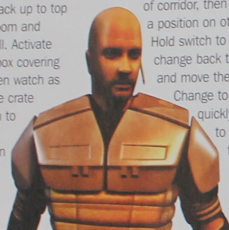
Each LUPA team member has a specific role and at times you'll need them to follow orders carefully. Press **Q** to access the Team Control menu and then, by selecting Follow Me, the rest of the team will trail behind your lead character. If you are unable to select all three other team members, you may need to get closer to them so they're all in view. This can also be done by pressing **Q** whilst on the move.



Kill creatures that have emerged from new passage, then head through doors and up slope. As you move along passage, an explosion causes part of the ceiling to fall down: quickly blast the little spiders that drop from vents, then continue into room at end. Blast winged beast, then climb stairs to find a **Recharge** point.

Activate battery panel on wall, then press switch below red light to start machine running. Switch to **Minoko** and access terminal on wall, then hack system to open doors on other side of large room. Read email from HQ, then head back down long sloping passage to large room. Head into corridor on other side, then use Rover to drive through hole in wall and along vent [15]. Blast two leeches clinging onto lift power cables, then return to team and head back into large room. Switch to **Minoko** and ride lift back up to top platform, then enter room and access terminal on wall. Activate crane to collect huge box covering metal grate in floor, then watch as an explosion makes the grate fall. Ride lift back down to ground, then carefully drop through the hole in the floor [16].

Walk along passage and around corner,



then collect **Circuit Board** left by HQ. Continue to end of passage and hit switch on left to start lift moving. This lift doesn't stop so, one by one, move team onto it and ride to top. Insert Board into machine at top of stairs, then hit switch below to start Skytran moving [17]. Head back down sloping passage to large room, then blast all creatures that emerge from huge doors on left. Head into this area and collect **Access Card** from slot on left, then go back into large room and through doors at far end. Use Access Card to open door, then walk through and top up health at **Recharge** panel. Move **Carter** forwards along corridor and hold switch on corner ahead and down to door at end, then use **Andre** to repair panel beside window. Change to **Amber** and enter room on right of corridor, then head left past steam to a position on other side of window. Hold switch to open doors, then change back to **Andre** and **Minoko** and move them through open door. Change to **Carter** and dash quickly through steam room to meet up with **Amber**, then move **Amber** through door ahead and hold switch on panel at the end.

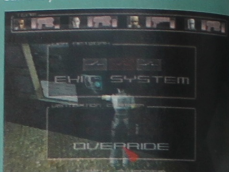
HACKING

Minoko is the team's computer expert. Every time a terminal is found, she'll be the only one who can access the information held inside the computer. Once the information is downloaded, she's able to view footage from the security cameras and can also hack access codes to open doors and start machines running. Don't worry if you mess things up, you can just keep trying until you get it right.



Hack 1:

The broken line indicates that you currently do not have access.



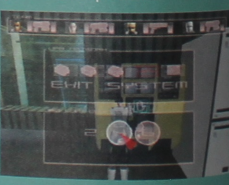
Hack 2:

By hitting **Q** you must stop the white dots in the small gaps to find the code.



Hack 3:

When all the numbers have been cracked, you can then operate the system without problems.



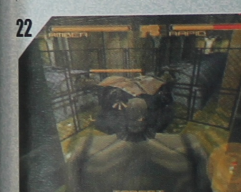
Hole In Floor

Change back to **Minoko** and **Andre**, then climb stairs and activate panel on left wall to open gate ahead. Quickly move through it and wait beside next locked door, then change to **Amber** in room below. Move back to join **Carter** and the ceiling will collapse creating a hole in the floor. Move duo down through hole then use Flycam to slip through small hole in gate and press lever on other side [18]. Use **Amber** to push gate over, then walk into corridor ahead and around corner to find



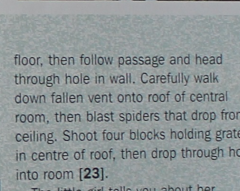
Demon Girl

Select **Amber** and drop through hole at back, then shoot two leeches draining power from generator [22]. Head back to hole and hit button to call lift, then ride it up and move rest of team onto platform. Hit button again to rise to top



a lift. Hit switch to rise up to next floor, then move around passage to another switch. Use **Amber** to hit switch, then move **Carter** along corridor and open door on left. Continue to next locked door. Use Rover to drive through small hole in bottom of door, then blast metal grate from right vent. Drive through vent and up slope, then carefully onto small ledge on other side. Hit switch to open nearby door, then change to **Minoko** and **Andre**. Head through open door and around corner, then hit switch on wall to open door with small hole.

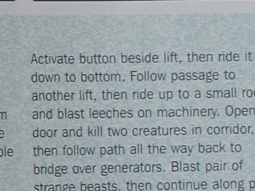
Move **Carter** through door and activate panel on wall to open door on left. Walk inside and along passage to end, then use Flycam to fly through bars on top of door and into control room ahead through a hole in the glass [19]. Hit switch on left beside gate, then change to **Amber** and head through nearby door and around



floor, then follow passage and head through hole in wall. Carefully walk down fallen vent onto roof of central room, then blast spiders that drop from ceiling. Shoot four blocks holding grate in centre of roof, then drop through hole into room [23].

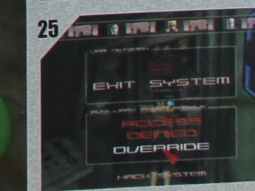
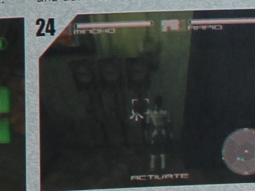
The little girl tells you about her friends, then opens the main doors and transforms into a demon. Shoot her and her mates as quickly as possible, then examine three valves in corner. Switch them all on very quickly and the pressure in system will cause an explosion in corner [24]. After blast, head over to terminal on wall and hack computer to open another terminal in control room.

into small control room. Activate panel on wall to charge Battery, the press green switch to lower lift down to lower floor [20]. Change to **Andre** and **Minoko**, then move them through door on right to link up with **Carter**. Get the trio to head through door ahead, then blast creatures that leap out. Step onto lift ahead, then use **Amber** to press green button again to raise them up to next floor. Switch back to trio on lift and move forwards along passage, then stand in front of **Recharge** machine to top up health. Use Rover to drive underneath faulty gate, then target leeches sucking juice from power cables on left [21]. Move team through open gate then follow corridor to end. Walk right and kill creatures roaming room, then head down small passage on right and hit switch to open gate. Move **Amber** through gate to join rest of the team, then walk around room to find some steps.



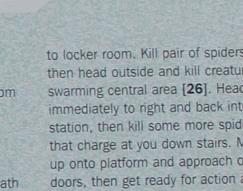
Activate button beside lift, then ride it down to bottom. Follow passage to another lift, then ride up to a small room and blast leeches on machinery. Open door and kill two creatures in corridor, then follow path all the way back to bridge over generators. Blast pair of strange beasts, then continue along path to reach control room. Splatter another transforming girl, then use **Minoko** to hack terminal on wall [25].

Read the email from HQ, then hack code and activate power to tracks. Now move over to other terminal near track map and access system to move train into position at station. Head out of room and down stairs, then follow corridor back

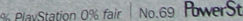
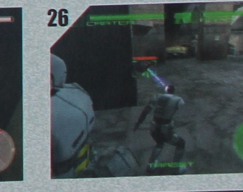


DISC LAUNCHER

The new weapon available in this mission is a great improvement over your standard laser pistol. The discs are explosive, causing massive damage to the strange creatures roaming the Skytran Station. There are two settings for this weapon: a normal mode that fires the discs in a straight line, and bounce mode which enables you to bounce discs around corners.



to locker room. Kill pair of spiders, then head outside and kill creatures swarming central area [26]. Head immediately to right and back into station, then kill some more spiders that charge at you down stairs. Move up onto platform and approach open doors, then get ready for action as two creatures erupt from floor in front of doors [27]. Quickly kill creatures and step aboard train to finish mission.



PROJECT EDEN

> MISSION 8

Concrete Block

Go back down lift, using energy and health **Recharge** panels if needed. Head down past underground passage and Virtual Jungle. Go through spot where grille was at very end and past glass tube, where a group of cannibals attack. Be prepared for another onslaught as you approach the standing lump of concrete [13] just ahead. Once they're dead, shoot down concrete block and run up into glass enclosure. Take another underground passage until you arrive in a second broken glass enclosure – one of those you passed earlier. Climb concrete block, dropping down other side, and go into another underground passage in corner. At end, use **Andre** to fix broken wiring. Make sure that only he and **Amber** are on the lift platform when it's repaired, though – there's steam gushing out at the top. The lift travels down the shaft first, so **Andre** will have time to jump off on the way back up. At top, step **Amber** out into room and turn wheel on pipe to turn off steam. Now bring **Carter** and **Andre** up to meet you.

Enter only room available to you – the pit underneath the bridge where **Minoko** is trapped. Have **Andre** fix wiring to left, then blast mutants in room you came from. Switch to **Minoko** and go through opening where grille was and head along corridor until you reach a room with two mutants and some kind of glass tank [14] in centre. Kill mutants and head down hole inside, taking advantage of health **Recharge** panel. Use download panel on other wall to read e-mail and open Virtual Jungle entrance. Change to **Carter's** group and go back to Virtual Jungle you passed earlier. Once there, have **Amber** go across electrified floor and hold switch on other side. This turns off the current so **Andre** can fix wiring. Once this is done, quickly look up and position yourself under hole in bottom of lift before it crushes you.

Take lift back up, ready for a huge fight at top – all manner of mutants appear. Then look up above lift and shoot projectors there [15]. You'll then be attacked by cannibals. Go through hole they made and you'll be attacked again. Turn left and use health and energy **Recharge** points. Stand with your back to yellow panel and enter next chamber, turning left once inside. Go up to mirror

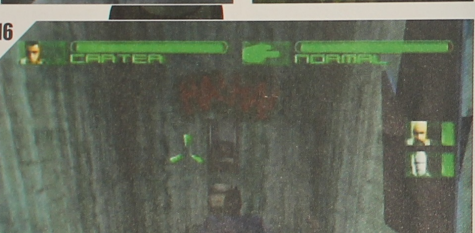
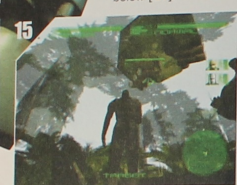
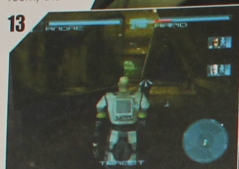
ahead and turn right into a short passage. At end, take left turning and almost immediately turn left again. Kill cannibals and go straight on, taking care to avoid hole in glass floor. Head over another and into a room with a seemingly broken bridge. Fear not though, because there's a glass floor here too. In next room, the

hole is all too real [16], so send **Flycam** up to top wooden panel on right. Behind it is a hook: activate to open the way forward, then quickly revert to team to deal with released cannibals.

Use makeshift bridge and shoot out boulder at end of passage you come to. Open door with green panel

and tag health **Recharge** point inside. Go back down corridor and drop onto roof, killing spear-throwing cannibals on left building. Make sure

Carter and **Amber** are stood safely on part of grey wall you dropped down, then get **Andre** to fix wiring. Once it's done, the floor retracts, letting you see into room below [17].

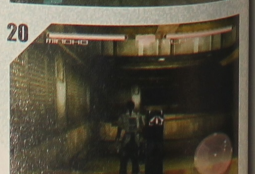


Team Reunited

Change to **Minoko** and head back way you came. A door bursts out and a spear-wielding cannibal lunges at your throat. Kill him and go inside, making a U-turn after mirrored floor, then take first left. Follow passage around, turning right twice until you come to room with a **Recharge** panel in corner. Use it, then turn so panel is on your left and head through passage ahead, taking second turning to left. Kill enemies in room and turn left again, shortly before you come to mirror ahead. Go down passage and drop down at end, following it over another mirrored floor, turning left at far end and into room with a health **Recharge** panel.

Tag panel, then head back up corridor and into entrance you passed earlier. Drop into hole and follow tunnel until a section of wall falls away [18]. Step through and drop down onto one of the platforms – be careful not to land in pit below. There's a **Recharge** panel to right, so use it. Then send **Flycam** down into hole nearest you (the one with the broken grate) and into vent halfway down pit. Send it through into next chamber, with another grate on right. Now fly straight up and activate all three switches in room [19].

Revert camera and have **Minoko** hit switch in front of her. Now, quickly run over to other end of area and hit switch there before metal cover comes back. Go through door that opens and shoot baddies from safety of ledge. Drop down and run to room at far end, climbing stairs and heading over thin bridge to other side. Hold switch [20] there and change back to **Carter's** group. Now, one by one, drop each character into room below, using the central beam, the moving yellow one below it and its small metal platform as steps. Now the team is reunited, go through into lift at end of corridor to complete the level.



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PROJECT EDEN

> MISSIONS 9 & 10

Mission 9 Ground Zero

Guilty As Charged

There seems to be more and more evidence mounting up against **Minoko's** father – he may even be behind your whole mission, having hacked into the UPA's computer system. Once in control of the team, move a little and you'll give your objective – to obtain information from the Scavengers.

Kill mutant rat in next room [01] and drop through hole in corridor. Waste mutants at bottom and continue down only route available. Kill another mutant at the

end, then use **Amber** to wade through gas, open door and collect **Power Cell** from pitch black room [02]. Kill another mutant and head back to where you first dropped down. Use **Power Cell** on Power Regulator there and turn it on. The generator at the end of the corridor explodes, knocking holes in two walls. Head into left hole and kill more mutants before flicking switch on left to close vent above.

Go through other hole in corridor and kill more mutants. Find locker with broken

Bank Raid

Now charge yellow Battery on other wall and then flick the switch. Go through hole you opened and kill mutant there, calling lift with button next to it. Go up and **Recharge** your energy before opening door. Kill mutant and tag health **Recharge** panel to left, opening door at the end. Go to other end of tunnel and kill another mutant. Cross bridge and take out another before sending Rover through broken vent. Turn right, shoot leeches off power supply [09], then revert Rover. Leave **Carter** behind to hold switch at rotating bridge, whilst other three team members stand on it. Go down open-ended passage and use **Amber** to hold next switch [10] whilst **Minoko** and **Andre** stand on bridge. Send one through each tunnel, killing mutants along the way, and hold switches at each end. The glass now broken, use **Minoko** to access blue terminal and release pressure block.

Send everyone back to **Carter** and go to where pressure block was. Send **Amber** through hole you opened, turn right at junction and open door at the end. Bring everyone through, backtracking the route you took with **Amber**. Open door on right and use **Minoko** to hack terminal, then open doors here. Take everyone around bridge, into room with broken glass and through new doors, killing mutants inside. **Recharge** and heal, use **Carter** to open UPA door and shoot giant bug. Carry on down only path available, fighting as you go. Kill everything in courtyard at the end and send Flycam through hole in wall [11] near top of collapsed girder. Use it to open shutters, then recall Flycam and step through. Push grating down, kill mutants by health **Recharge** point, then tag it. Next, turn left and kill bird inside courtyard.

make sure they're all in the small room – and then flick the switch.

Go through hole you opened and kill mutant there, calling lift with button next to it. Go up and **Recharge** your energy before opening door. Kill mutant and tag health **Recharge** panel to left, opening door at the end. Go to other end of tunnel and kill another mutant. Cross bridge and take out another before sending Rover through broken vent. Turn right, shoot leeches off power supply [09], then revert Rover. Leave **Carter** behind to hold switch at rotating bridge, whilst other three team members stand on it. Go down open-ended passage and use **Amber** to hold next switch [10] whilst **Minoko** and **Andre** stand on bridge. Send one through each tunnel, killing mutants along the way, and hold switches at each end. The glass now broken, use **Minoko** to access blue terminal and release pressure block.

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Don't Look Down

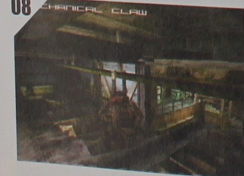
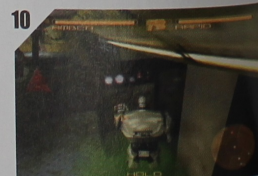
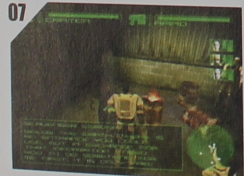
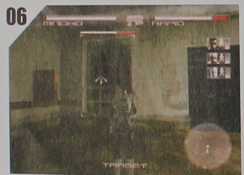
Take everyone off fallen plank, along outside of buildings, following path laid out for you. When you reach a conveyor belt [12], leave one character behind to hold switch. Take the other three through and kill a mutant before holding another switch until green light goes out. This sends a tray down to lone character – pick **Battery** and wait where you are. Open door at top of stairs and head back over conveyor to courtyard with digger, grabbing teammate along the way. Insert Battery into

back of digger and use levers inside four times, until wall in front of you caves in. Kill bugs inside, go through door and follow passage. Use Flycam to bring lift down, then go up, killing baddies along the way, and through to a room with a health **Recharge** panel. Tag it, then shoot out windows in previous room. Use Flycam to bring lift up and use it as a platform to reach girder [13]. Head across, killing birds along the way, dropping down in final room onto a chunk of metal on right. Then go straight and drop

onto lorry's cab beneath you. Once on the ground, look up underneath truck and shoot out supports [14], taking care not to get crushed. Head to other end of the room, shoot wood blocking the door and open UPA door. Once Scavengers have come through, find their leader next to a concrete block in the room and talk to him. He'll tell you exactly what you wanted to know: how to get underground.

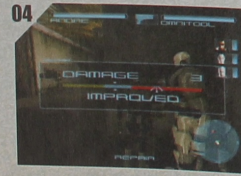
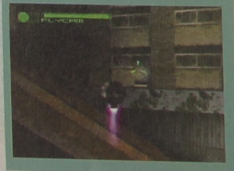
Look for a hole in the wall hidden away near back of truck. Go through, kill mutants

and use **Amber** to navigate gas ahead [15], following path round to find two doors at the end. Open the one you can, then fetch rest of team to locked door. Go inside and kill mutant above you before going through another door. Collect **Circuit Board** from the floor in corner and insert it into mainframe directly above it. Use **Minoko** to access download panel that lights up, watch the video then listen to what the rest of the team have to say. Go into the lift to complete the level.



ATTENTION TO DETAIL

Much of the time in *Project Eden*, the way ahead is less than obvious – you could be looking for the tiniest hole to send the Rover or Flycam through. Also, pay attention to any inaccessible areas, machinery or item slots you pass during a mission. Sometimes in order to go forward, you first need to go back.



Mission 10 Underground

Ambush

Use the health and energy **Recharge** panels behind you, as you'll be attacked as soon as you try and leave the container. More mutants are scattered throughout the room, so kill them and **Recharge** again. If you want, you can also shoot the tanks inside the other open container to blow a hole in the back of it.

Head to lift on far wall and take it up to floor above. Kill mutants at top, then walk along until you come to a metal cage. Open it, shoot the leech away [01] and fix the power supply with **Andre**. Use crane controls opposite and shoot hanging containers [02] to create a handy bridge. Go to far end of walkway, over and through dropped containers, before hopping onto the moving one.

Once everyone's on board, get **Amber** to hold the control lever and have any other character jump off the end when your container

comes into contact with the next one. Kill mutant that appears, then move everyone except **Amber** onto new container. Now put all three on small control platform [03], before dropping container with switch. Jump down onto it, then onto walkway at other side. Lastly, have **Amber** release the switch at just the right time to run to the end of the container and jump before it drops too low.

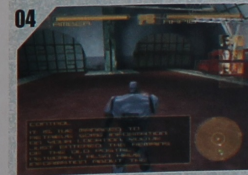


The Old Subway

Now that everyone's safely across, go to opening, shoot mutants below and drop down to receive a message from HQ [04]. Send everyone to left side of room, killing spiders as you go, to get the **Power Regulator**. Go back down room to train, inserting item in cab before entering room past train, killing mutants and using **Recharge** points. Now, charge the Battery and have **Minoko** access the download panel. Go back outside and kill creatures there before boarding train. Pull gear select lever once, then hold accelerator until you reach turntable. Kill mutants, then shoot out a control room window [05]. Take Flycam up through hole to open the door, then revert it to fight some giant bugs. Send someone up to control room, shoot leech and pull second lever inside door. Now change back to your train driver and take train onto turntable. Go to control-room character again, but this time pull third

switch. Head back to train and take it along tunnel. The accelerator gets stuck and you end up crashing. Kill mutant and take corridor next to train. Kill more enemies inside, then go downstairs where you'll have to fight another again. Charge Battery in room you come to, then use **Minoko** on terminal to open shutters [06]. Kill mutants as they attack, then go up towards station platform, killing still more, until you reach first door on left. Use **Carter** to open it and **Recharge** before taking on mutants inside.

Go up stairs to left, shooting out windows and killing mutants inside. Next, climb onto window ledge, activate Rover and send it into room, along ledge next to wall and shoot out shelf [07]. Pick up fallen **Power Regulator** and revert Rover. Go into room at front of station and use **Minoko** to hack panel. Take a look at the front entrance to Eden [08] then head back outside and insert **Power Regulator** into train. Kill bug that drops down from ceiling and flick train's gear selector once, then pull accelerator and wait until you stop – you don't have to worry about crashing. Kill monster, then send someone back into train control room and pull fourth lever. Move train onto turntable again, then pull lever number one in control room. Take lone character back to train and have your driver flick gear selector again before pulling accelerator.



PROJECT EDEN

> MISSIONS 10 & 11

Charge!

Go along tunnel, smashing through broken doors, until you come to a platform on the right. Kill mutants that swarm towards you, then run a little further down tunnel to a UPA door. Open it and shoot leeches from

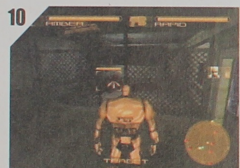
CONTROLLING THE TRAINS

Both trains need to be fitted with a Power Regulator before they can be used, so don't bother with them until you've found one. They have a forward and a reverse gear, so check the position of the dial before driving off. A good trick when reversing is to set yourself moving by holding the accelerator, then change to a character in the carriage to see where you're going. Should you need to stop, just change back to the driver and let go of the lever.



walls before using **Recharge** panel. Have **Minoko** use download panel and hack into systems there. Now go back to train and take it further down tunnel, past firing cannons, to the very end. You'll get a new objective and some useful information along the way [09]. Kill more mutants, then turn right into hole in wall. Go along corridor, kill another monster, then enter UPA room on left with another **Recharge** panel. Use it, then go to end of corridor you were in and shoot even more mutants in large room. Take stairs up to gantry, then open another UPA door. On other side, turn right, then left onto bridge, killing enemies as you go. Go straight through door at other side, trying to avoid cannon fire. Shoot leeches at end of room and use **Recharge** panel. Leave cylinders at other end alone [10], or you'll unleash more mutants. Go through onto stairs and enter second doorway. Press button to call lift, then kill annoying little spiders. Move **Minoko** onto second lift, and everyone else onto first. Hit down button on first lift and quickly switch to **Minoko**, jumping out of door before you pass it completely. Go up a flight of stairs and turn left at top, then up again.

Kill mutants and leeches in room, then hack blue panel to take control of cannons outside [11]. Use them to take out any mutants still hanging around, then take **Power Source** and send **Minoko** down through other corridor you passed. Kill monsters in large room at end and take lift down. Go to far corner of room and use **Recharge** point before opening nearby shutters. Take the other three team members off lift, using **Recharge** panel in next room before going along path until you reach a room with shutters. Open them with the switch, then head through and turn right, entering shutter **Minoko** just opened.



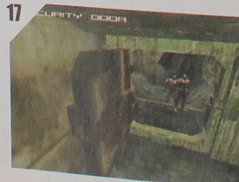
Bring Your Nose Plugs

Now the team's back together, go down spiral staircase and into sewers. Go straight on at junction, killing baddie, and have **Amber** hold switch that's bathed in steam at end of tunnel [12]. Take one character through door and down to end of passage, killing mutant rat at bottom of pit. Go through until you come to a pipe with holes in it – send **Flycam** through and activate small lever next to grate. Take **Amber's** team back around to corridor you passed earlier and through open grate at end. Kill mutants and pull large lever down at ground level [13]. Now switch back to character in pipe, carry on way you were going and kill bug wandering around room you reach. Go into pipe opposite and spin lever to call down a bridge. Head across, killing



Together Again

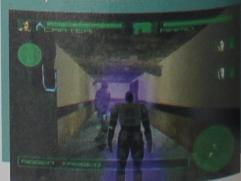
Once the enemies are all dead, go down steps to metal pillar near where you came in and open the door. Switch to your lone team member and enter door to get everyone back together again. Go to smaller room at far end, up spiral staircase and use **Recharge** points. Send whoever has the Ignition Capacitor back downstairs and use it on machine in corner [16]. Have **Carter** activate machine, whilst **Amber** goes to bottom of tank with hole in side.



Climb moving blades until you reach top, then open the door by using the handle twice. Take **Andre** in through door and fix panel, then use **Minoko** (since she's nearest) to turn handle at bottom of tower to drain it. Finally, release switch that **Carter's** holding to gain access to Eden's back entrance. Take everyone down inside pillar and through door, using **Minoko** to hack panel in next room [17]. Go through and onto lift to complete the level.

REGEN

Every time you pass a **Recharge** panel on the wall, a small blue light will shower your team, activating the Regen facility. This means that should your character get wasted in the heat of battle, they'll be regenerated from this panel. Always ensure that each team member gets tagged by the panels when you find them.

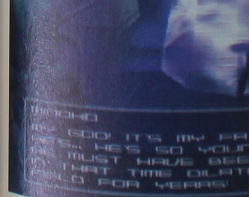


Mission 11 Eden

Not Quite Paradise

Your objective in this mission is simple: locate and destroy the source of the control signal, marked on your radar. Start by opening the door opposite lift and kill mutants that drop in. Send **Minoko** around corner, using walls as cover from cannon fire [01]. Enter the room closest to you, then close door behind you to protect yourself. Hack red panel at the end and use first cannon to take out remaining mutants. Use the second to shoot the connection between the chain and hanging girder, then bring rest of team to room and **Recharge**.

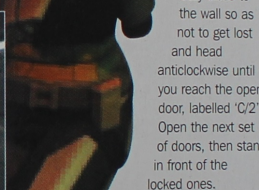
Head back the way you came to your starting point. Shoot corrugated iron at top of girder you dropped, then climb it and shoot bookcase inside. Slide down bookcase or take stairs on other



side of hole, and kill mutant in room. Turn right and kill some more, then weigh top end of seesaw down with your characters until it falls [02]. Send **Amber** up and move electric cable into other corridor. Now bring everyone else in and have **Carter** access panel at the end. Go inside, switch to **Minoko** and approach the figure trapped in the beam. It looks like **Minoko's** father may not be behind the mutants after all [03].

There's nothing else you can do here for now, so go through room and shoot small panel above glass doors to open them. Go end and use first cannon to take out remaining mutants. Use the second to shoot the connection between the chain and hanging girder, then bring rest of team to room and **Recharge**.

Head back the way you came to your starting point. Shoot corrugated iron at top of girder you dropped, then climb it and shoot bookcase inside. Slide down bookcase or take stairs on other



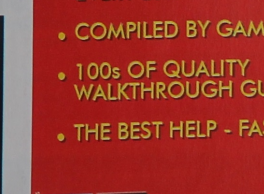
Get Into The Swing

Activate the **Flycam**, send it through the hole in the top of the doors and open them from inside. Revert **Flycam** and enter;

Recharge before fixing wires with **Andre**. Have **Minoko** use panel next to it to use a camera located somewhere up ahead. Leave rest of team behind and send **Minoko** up lift at the end of room. Kill mutants there and head over swinging platforms [05], making sure to step off to the right at the end. Now run along platform and drop into room on right – you'll take damage here, but that's unavoidable. Kill mutant that bursts through

floor, then **Recharge** and access download panel. Hack cannons and use them to take out all mutants in sight. Now open door, turn left and open door you passed over from swinging platforms.

Now switch back to **Andre's** team and continue down corridor, opening door at the end. Enter room, pick up **Minoko** and use **Recharge** point before going through archway. You'll need to kill plenty of mutants, including three that come through the floor [06], before you get to end of corridor. Once there, send **Flycam** through hole at the end and flick switch just to left. Be quick though, as there's a floor-bursting mutant in here too. Revert **Flycam**, send team through door and kill rat mutants inside before using **Recharge**. Now head right, into a room with a caged technician. Turn right again and go into room you sent **Flycam** into earlier. Have **Minoko** hack terminal here and use camera to look at the number on the ground [07]. Input it into machine next to panel to free the technician.



floor, then **Recharge** and access download panel. Hack cannons and use them to take out all mutants in sight. Now open door, turn left and open door you passed over from swinging platforms.

Now switch back to **Andre's** team and continue down corridor, opening door at the end. Enter room, pick up **Minoko** and use **Recharge** point before going through archway. You'll need to kill plenty of mutants, including three that come through the floor [06], before you get to end of corridor. Once there, send **Flycam** through hole at the end and flick switch just to left. Be quick though, as there's a floor-bursting mutant in here too. Revert **Flycam**, send team through door and kill rat mutants inside before using **Recharge**. Now head right, into a room with a caged technician. Turn right again and go into room you sent **Flycam** into earlier. Have **Minoko** hack terminal here and use camera to look at the number on the ground [07]. Input it into machine next to panel to free the technician.



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PROJECT EDEN

> MISSION 11

Go and talk to the technician to receive a **Keycard**, then follow him outside where he'll turn into a monster. Kill it, then open the door at the end of room with Keycard. Drop down and **Recharge**, before getting **Minoko** to access red panel. Pick up **Molenski's Disk** from behind painting, then go through open door and kill bug. Go through corridor at the end and take first right, then follow rooms until you come to a door labelled 'Security T4'. Open it and go in. Send your Rover behind equipment on far wall [08] and pick up **Component**. Revert Rover, then head back the way you came. You'll be attacked by an endless supply of mutants from the hole that appears, so don't bother fighting them all. Go back to room where you killed bug and insert Component into broken computer.

Have **Andre** repair it and step **Amber** up onto broken piece of vent on block of computers. Now press button to **Andre's** right and **Amber** will be lifted into room above. Take **Amber** out of room and turn left, then straight on to end of platform. Hold lever there [09] and take rest of team back out towards mutants, then left across water. Once you're safely around corner, get **Amber** to deactivate switch to stop monsters following you. This done, send **Amber** to meet rest of team again.



COLOUR-CODED

In the Eden Bunker, all the recharge and download terminals will be a different colour to what you're used to. The energy recharge points are now light blue, as opposed to black and yellow, and the download panels are red instead of black and blue.



Smokin'!

Go into room with fires, then reselect **Amber**. Enter flaming doorway, turn right and go into room at the end. Turn valve in there once and go back to your friends. Hold switch until fire is out and kill mutants that appear. Head through to next room and take everyone except **Amber**, one at a time, into the scanner at the end [10]. Once you're through, **Recharge** and use **Minoko** to access terminal. Kill mutants that swarm over you when you open the door, then go through and up stairs. Wait for giant fan to reach you, then make one of the team follow it down broken pipe, heading out of last hole on right, onto a metal platform. Flick switch at the end, then bring the other two across and out of far end of pipe. Bring first member back to meet them, then carry on past smaller fans.



The Final Confrontation

Take everyone back through to the main dome, making sure you equip one character with the Timeshock and another with the Extractor once the boss appears [16]. Drop the sentry gun in a safe spot and let rip. He has a huge amount of

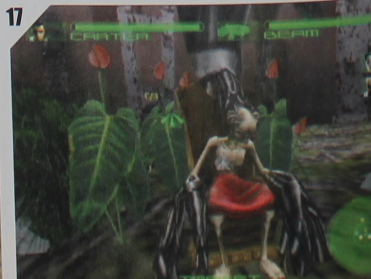
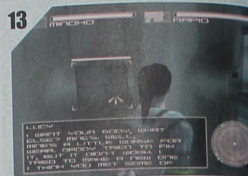
Drop down via bookcase at the end of pipe and **Recharge**. Use **Minoko** to access panel next to it and open the door [11]. Open the door behind you, but don't go through. Instead, go to area bathed in yellow light to your left and get **Andre** to repair panel. Shoot target on opposite side of lift, to right, then **Recharge**. Follow corridor along to get another message from Lucy, before opening door at the end. Kill mutants there, then go up stairs and open the doors to room with red lasers [15]. Send **Amber** down ramp on far side of room, then shoot mutants and the lock on the door. Go through room, past **Minoko** and unlock door her father is standing by. Send the other three to join **Amber**, then switch to **Minoko** and talk to the doctor. After he's finished, follow him and **Recharge**, then access red panel with **Minoko**.

Go into room the three team members came from and shoot out large window across from you [12]. Send **Amber** through and along ledge until you reach a hole in wall. Hold switch there, then bring rest of team through to safe spot. Next, get **Amber** to let go of switch and lead team along platform and into next room. Go through doors, **Recharge** and kill mutant there. Just past here, the floor will collapse and set more monsters onto you. Kill them, then go past hole, into security door at the end and sit behind you. Use **Minoko** to access cannons via red terminal and destroy all tubes along walls to disable mutant generators. Whilst you're at it, feel free to use the mutants as target practice.

Rip Van Molenski

Now go out of door you came in through, down into hole in floor and turn left into room. Go up 'steps' and down to opposite end of room, turning right. Head past hole, turn left and back into room with **Minoko's** frozen father. Use **Molenski's** Disk on the machine on the desk and get **Minoko** to activate the panel behind him. You'll find out the real culprit here and **Minoko** will be captured [13]. Shoot the panel inside the tank and hack the terminal. Use the first cannon to shoot the locks from the doors and kill the monster that runs into the

room. Use the second one to shoot the cupboard and the bottom of the first wooden pillar, then turn off the holograms in the jungle room [14]. Change back to **Carter** and interview the doctor, then follow him as he runs off. Interview him again and follow him to the dome that had the jungle holograms. Kill mutants there, then run up to **Molenski** when you've finished. Keep doing this until he takes you through door C/3, then **Recharge**. Follow corridor along to get another message from Lucy, before opening door at the end. Kill mutants there, then go up stairs and open the doors to room with red lasers [15]. Send **Amber** down ramp on far side of room, then shoot mutants and the lock on the door. Go through room, past **Minoko** and unlock door her father is standing by. Send the other three to join **Amber**, then switch to **Minoko** and talk to the doctor. After he's finished, follow him and **Recharge**, then access red panel with **Minoko**.



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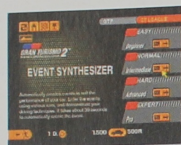
GT2

GENERATOR INTEREST

...from Richard Potts, Hartlepool
Somebody at school mentioned about an 'event generator' in GT2, where you get extra races. Does it really exist and, if so, how do you get it?

The Event Synthesizer certainly does exist, Richard. However, to access it you need to earn your Super Licence – which means getting all the earlier ones too. When you get the Super Licence, select Go Race, then GT League and keep selecting the top-right arrow to move to the Event Synthesiser screen (after the GT World League). Select one of the four difficulty levels to generate a special race to suit your current car's performance. You can't win any bonus cars from this malarkey, but you can earn more cash.

To make it easier for you, Flash Harry told me about



▲ This screen only appears when you have the S licence.

This Xploder cheat code in the pub, to give you the Super Licence and instant access to the Event Generator.

SUPER LICENCE: ALL TESTS DONE (GOLD)
Note: Press **△** + **□** on Pad 2 on any menu to activate code.
75C8CABBC8CC
B5B3BE73CECD
15C56BF7D2CD



GT3

MISSING DIABLO

...from Keith, Southampton
Did you buy your copy of GT3 from a shop or did you get it straight from the developers? I have completed the game with all gold cups for everything (brag, brag etc) and it only has Polyphony 001 & Polyphony 002 – there is no 003, 004, 005 or 006 in the game. I bought my copy the day of release so could it be a different version?

Does your copy of GT3 have the Lamborghini race in it, per chance? Because it wasn't in the 'go and buy in the shops' version. I hope you can clear this up for me and another peeps befuddled by it.

As explained last month, we made a bit of a foul-up in issue #67's Workshop regarding the F1 cars. As you say, there are only two Polyphony cars in the PAL version. We originally used the Japanese version of the game, until we got a US one, then a UK version from the developers. Obviously, this caused a lot of confusion, mainly with the different car names. The Lamborghini you're on about was known as a Diablo GT in the Japanese game, but was subsequently omitted from the other versions for legal reasons (or perhaps someone nicked it?).



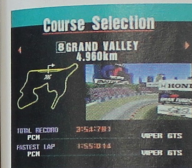
GT1

IN THE ARCADE

...from Jonathan Bates, Reading
Don't laugh, but I'm still trying to unlock all the Arcade mode secrets on the original Gran Turismo. Can you tell me what they are and how to get them?

No problem, guv. There are quite a few secrets to unlock but, unless you're Stirling Moss, revealing them all will be a lengthy process. Here's how it's done...

Extra Tracks (Easy Mode)
In order to reveal four extra tracks (Autumn Ring, Deep Forest, Special Stage Route 5 and Grand Valley Speedway) you need to win all three classes (A, B & C) on the first four tracks: High Speed Ring, Trial Mountain, Grand Valley East and Clubman Stage 5.



Extra Cars (Easy Mode)
As you complete each new track (see above), you'll receive an extra car dealer to choose from: Autumn RingToyota Deep ForestSubaru Special Stage Route 5Dodge Grand ValleyTVR



Credits Movie (Normal Mode)
To open up the ending credits, you need to win all eight tracks on all three classes. Once you have, you'll be able to select the credits (from Bonus Items) time and time again for your viewing pleasure.



GT Hi-Fi (Hard Mode)

The final bonus item in Arcade is this special mode featuring higher-resolution graphics and a faster running speed. To unlock it, win on all eight tracks in all three

classes on Hard mode. Although there are only three tracks to race in GT Hi-Fi – Clubman Stage Route 5, Special Stage Route 5, and Special Stage Route 11 – it's still worth a butcher's hook.



GT3

DISAPPEARING CAR

...from J Cairns, Glasgow
Your guide in POWERSTATION #64 and #65 was most useful, but you didn't do much on the Arcade mode. I'm still very baffled by it. When I supposedly won a bonus car (as shown on the Bonus Items screen) by winning all the Area A races on Normal difficulty, I couldn't find it anywhere. Where did it go?

Underneath the arches... no, any bonus cars won should show up on the car selection screen – but you have to be looking at the right car class (C, B, A or S). However, the reason you couldn't find your prize (should have been

an MX-5) might be that you've already got that car in your garage: if you have, then it won't show up on the Arcade car selection screen. What a flippin' con! If you still really want your prize, go to Gran Turismo mode and sell your existing MX-5, then just win one of the Area A races again and it'll appear at the end of the C class cars.

Anyway, here's the full list of Arcade prize cars – note that if you win on Hard, you also get the Normal level prizes. The only trouble is that you can't use the cars won here in the Gran Turismo mode – that'd be cheating!

1ST PLACE ON	DIFFICULTY	BONUS CAR(S)	CLASS
All Area A Tracks	Normal	Mazda MX-5 (1989)	C
All Area B Tracks	Normal	Audi TT 1.8T Quattro	B
All Area C Tracks	Normal	Mazda RX-8	A
All Area D Tracks	Normal	Nissan Z Concept	A
All Area E Tracks	Normal	RUF RGT	A
		TVR Tuscan Speed Six	A
All Area F Tracks	Normal	Dodge Viper GTS-R Concept	S
		TVR Speed 12	S
All Area A Tracks	Hard	Nissan C-West R30 Silvia	R
All Area B Tracks	Hard	Lancia Delta HF Integrale Rally Car	S
All Area C Tracks	Hard	Gillet Vertigo Race Car	S
All Area D Tracks	Hard	Pagani Zonda Race Car	S
All Area E Tracks	Hard	Nissan R390 GT1 LM Race Car	S
		Panoz Esperante GTR-1	S
		Mazda 787B	S
All Area F Tracks	Hard	Toyota GT-One Road Car	S

PUNTERS TIPS

This is the bit where you lot can send in your top tips (and pictures of your wives, if you want) to the usual address.

GT3 SAVING MONEY

...from Ian Binns, Accrington

As veterans of the motor trade, you may already know the following piece of inside info; but if not, I'll let you in on the secret to save you money on upgrading cars.

The thing is, when you use the Trade option to buy a car from another saved

game, you get it at the standard retail price – even if it's been upgraded with expensive parts! To take advantage of this, you need a second memory card. Buy a new car as usual, then spend some money upgrading it. Now save it to your second memory card in Slot 2. Reload your old

saved position from Slot 1 (to get your money back), then use the Trade option to buy that car (with all its upgrades) from Slot 2 for the normal price!

We like it, Ian! And very useful to us seeing as we can't use Uncle Harry's dodgy tenners in the game.



Bonus Tracks

As you probably know, in the Single Race mode, you can unlock the next Area of six tracks by winning those in the preceding area, even on Easy level. Win the Area D races and you'll also unlock the Complex String

courses in Free Run (win the Area E races to get Complex String II there).

Time Attack

Win all ten Time Trials to unlock the Panoz Esperante GTR-1. Note that this prize car is then only available in Time Attack Mode.



STOP PRESS

Last issue we said the trick to get the Suzuki Escudo Pikes Peak Version car up to incredible speed on the Machine Test Maximum Speed Trial was cobbles. However, we've since got it to work (by driving backwards and getting it up onto its rear wheels) and now have a record speed of over 1,300 km/h! Full details on how to do this in the next GT Workshop!



EGGS UNSCRAMBLLED

We were disappointed this month by the lack of Easter Eggs on *The Phantom Menace* as it seemed the ideal release to have lots of hidden goodies, but one's better than none. As you can see, we've uncovered another Egg on *The Simpsons* so it's not all bad. With the arrival of the big summer films like *Planet Of The Apes* and *Tomb Raider*, there are sure to be a few hidden features over the next few months and we'll be right here to tell you about them.

THIS MONTH'S EGGS
Note: For those of you using a dedicated DVD player rather than a PS2, press the Enter button for Q.

The Simpsons Season One Box Set

(Regions 1 & 2)

We missed this one first time round so here it is for your viewing pleasure.

On the third disc, go to the second Extra Features page and select 'Art of The Simpsons'. On this page, press Q to highlight Bart's comic book, then press Q and you'll be taken to a series of magazine covers featuring *The Simpsons*.



The Fifth Element

(Region 2)

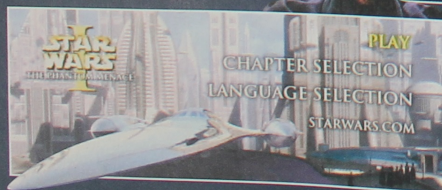
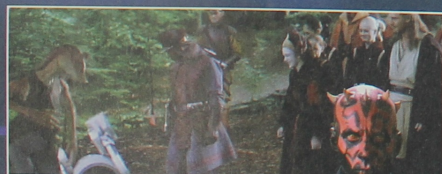
On the main menu, highlight 'Subtitles' and press Q then Q. be shown a still from the film with each press to see the original teaser trailer. Now press Q, Q, Q, Q (you'll



Star Wars: Episode I The Phantom Menace

(Region 2)

On Disc 1 press Q and choose 'Go To Title' from the on-screen menu. Now enter 15 and you'll be taken to a series of outtakes.



Chasing Amy

(Region 1)

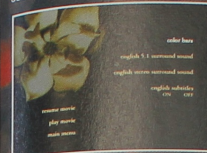
Select 'Colour Bars' from the main menu and you'll see an introduction to them by Kevin Smith, Jason Mewes, Ben Affleck and Scott Mosier.



Magnolia

(Regions 1 & 2)

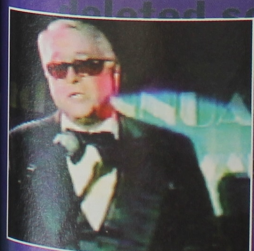
At the main menu, enter the Set-Up menu and select 'Colour Bars'. If you wait for about 20 seconds the bars will disappear and you'll see some outtakes from the film.



Boogie Nights: Platinum Series

(Region 1)

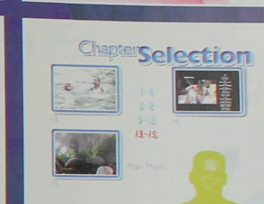
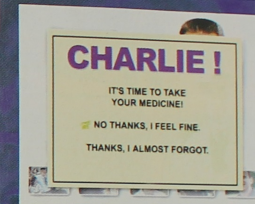
At the main menu, enter the Set-Up menu and select 'Colour Bars'. If you wait for about 20 seconds, the bars will disappear and you'll see some outtakes from the film (but be warned - one of them is not for the easily offended!).



Me, Myself & Irene

(Region 2)

1. Go to Scene Selections and go to the last page. Highlight 'Main Menu' and press Q to make a question about Charlie's appearance. Press Q and you'll be shown two minutes of outtakes.
2. On the main menu, highlight the pill and press Q. This brings up a question about Charlie's pill. Select 'No thanks, I feel fine' and the menu will change to Hank's version.

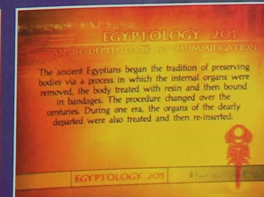
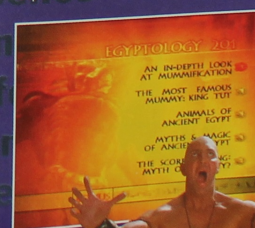


The Mummy Returns

(Region 1)

Go the second Bonus Materials menu and select 'Egyptology 201'. On this menu, select 'An In-Depth Look At Mummification'. On the first

screen of this feature, highlight the scorpion at the bottom of the screen and press Q to see a short featurette on a mummification experiment.



NEWS

MAD AS HELL

Due on 4 January 2002 is *Mad Mac Special Edition* on Region 1. The original and best movie, the disc will feature documentaries, commentary, trailers and more. Now all we need is the same treatment for the sequels. This special edition is unlikely to be released over here for quite some time as the film has only recently been released in the UK with zero features.

WHAT A RUSH

The sequel which reunites Jackie Chan and Chris Tucker, *Rush Hour 2*, is due on 10 December on Region 2 (the day before the US release). The disc looks like it will be almost identical to its American counterpart with multiple featurettes, deleted scenes, commentary and outtakes to keep you amused.

SPEED DEMON

Summer hit *The Fast And The Furious* sees its Region 1 release in early January. The DVD will feature commentary, deleted scenes, music videos and 'Racer X', the article that inspired the film. No word yet on a Region 2 release but it should be around the same time or soon after and contain similar features.

ABOUT TIME

Word is that the *Back To The Future* trilogy will finally see a release sometime next year. Ever since DVD first appeared, these films have been among the most requested along with the Indiana Jones and Star Wars trilogies (why is it always trilogies?). The reason for the delay has been that Universal has been waiting for its distribution deal with Columbia to expire, which it does at the end of this year. Hopefully they have something pretty special lined up to make up for the delay.

STAR WARS VERSION 3

With the recent release of *The Phantom Menace*, the rumours have started again regarding the first three films. The latest is that after *Episode III* has been released there will be yet another version of *A New Hope* (the original *Star Wars* film, aka *Episode IV*) which will be different yet again from the Special Edition. The reason for this? Apparently George Lucas still wasn't happy with certain shots in the Special Edition and, also, fan reaction to some of the altered scenes (namely when Greedo shoots first means they may be changed back). Don't hold your breath, though, as this isn't due until 2006 (if it's true). The next *Star Wars* DVD is most likely to be *Episode II: Attack Of The Clones* and hopefully we won't have to wait as long as we did for *Episode I* and it will get a Christmas 2002 release.

TRIPPING AGAIN

Star Trek: The Motion Picture: The Director's Edition is to get a release early next year. In the style of the *Star Wars* Special Editions, it features new effects shots that have been created especially for this release. In the US, Paramount has announced that it may well re-release the rest of films in special edition form. Over here the films have only just finished being released in reverse order, but hopefully if these special editions do surface they'll be released over here too as the present discs are pretty poor.

WE'LL UNSCRAMBLE A LOAD MORE EGGS FOR YOU NEXT ISSUE INCLUDING 15 MINUTES (FOR SURE THIS TIME) AND BASIC INSTINCT: UNRATED EDITION.

COMPETITIONS

COMPO CORNER

WHERE YOU TOO CAN BE A WINNER!

GRAND THEFT GIVEAWAY

Ten copies of the amazing Grand Theft Auto III ready for the taking!

Grand Theft Auto III is one of the best games we have seen so far on the PS2 and it's already a blockbuster hit. To celebrate, our friends at Take 2 Interactive have given us ten copies to give away to lucky readers. The game takes all the elements that were so popular in previous games and turned them all 3D, as you can see in our fully mapped guide.

You can steal and drive all sorts of vehicles, some of them giving you bonus missions. Then, of course, there's the chance to pick up hookers to top up your energy! And when you're on foot you can cause mayhem and death by firing a variety of weapons, including a flame-thrower.

It's violent, it's controversial, but it's great fun to play. To be

in with a shout of winning a copy, all you have to do is answer the following question:

Q. What's the name of the bridge connecting Portland and Staunton Island?

- A: Golden Gate Bridge
B: Tower Bridge
C: Callahan Bridge
D: Millennium Bridge



FOOTBALL CRAZY

EA Sports' fantastic new FIFA football game could be yours!



Christmas is a great time of year to watch and play football. But if you prefer not to get your balls frozen in our lovely British weather, you can enjoy scoring in the comfort of your living room with FIFA 2002. A new passing system, better player intelligence (including player runs on PS2)

and more make this the best FIFA game yet. Those wonderful people at EA Sports have donated five copies of their new football game on PS2, and another five on PSone. For a scoring chance to win one, all you need to do is answer the following simple question and pop your entry

form in the postbox. Please remember to mark which version of the game you'd prefer to win.

Q. Which top striker is pictured on the cover of FIFA 2002?

- A: Michael Owen
B: Thierry Henry
C: Alan Shearer
D: Ade Akinbiyi

SCOOBY DOOBY DOO!

Five DVDs of Scooby's latest adventure must be won!



Warner Home Video has given us five copies of the latest Scooby Doo adventure, Scooby Doo And The Cyber Chase, for you to win. Released on 22 October, it sees Scooby and the gang trapped in Cyberspace and they must solve a mystery and defeat the villain to get out. The DVD features a making-of, a music video 'Scooby and Shaggy Love to Eat', a Virtual Detective game and the teaser trailer. For a ghost of a chance of winning, answer the following question (if you get it wrong, don't blame it on those pesky kids).

Q. Who plays Shaggy in the upcoming Scooby Doo live-action film?

- A) Freddie Prinze Jr
B) Matthew Lillard
C) Rowan Atkinson
D) Sarah Michelle Gellar



SCREEN DREAM

An amazing bundle of goodies from Joytech to be bagged!

Our friends at Joytech are launching a large number of new peripherals for the Christmas season and have offered us a brilliant competition. One lucky reader will win a new five-inch TFT PSone Screen complete with Mini Analogue controller, memory card and bag to carry it all in. There are also loads of great runners-up prizes...

1x 1ST PRIZE: TFT PSone Screen, Mini Analogue pad, memory card & bag.
5x 2ND PRIZE: Mini Analogue pad & memory card.

5x 3RD PRIZE: Mini Analogue pad.
For an opportunity to bag these top prizes, all you need to do is answer the following question (hint: see this issue's PSXtensions section).

Q. HOW MUCH DOES THE NEW FIVE-INCH T.F.T. SCREEN COST?

- A: £79.99
B: £89.99
C: £99.99
D: £129.99



GAMEPLAY GOODIES

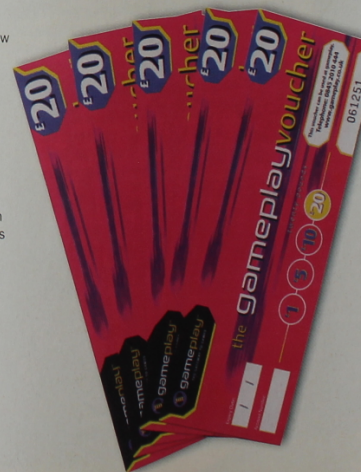
Five £50 Gameplay vouchers are up for grabs!

We have teamed up with our friends from Gameplay to offer you a chance to win one of five £50 vouchers to spend at www.gameplay.com. Not only is this new-look Web site the ultimate one-stop-shop for buying games online, but you can now view them via animated screenshots - a Web first! Another new and unique feature is an online 'virtual sales rep' where you can 'chat' real-time to a Gameplay sales advisor. For a chance to win one of the £50 vouchers, just answer this simple question (Hint: check out Gameplay's Web site, or read a Harry Potter book).

Q. On the Gameplay Web site's Harry Potter shop, which Hogwarts House is the PlayStation version ideal for?

- A: Beekingham Palace
B: Gryffindor
C: Paragon House
D: House Of Lords

gameplay™
THE GATEWAY TO GAMES



GREAT PRIZES

CHRISTMAS IS COMING AND SANTA'S SACK IS BURSTING WITH LOADS OF TOP PRIZES. DON'T BOTHER WRITING TO HIM, THOUGH - JUST ENTER THESE FANTASTIC COMPETITIONS.

PowerStation COMPETITION ENTRY FORM

Send to: Competitions #69,
PowerStation,
Paragon House,
St Peter's Rd,
Bournemouth BH1 2JS.
Closing Date: 3 Jan 2002

Mr/Mrs/Ms/Miss (delete as applicable)

Name _____

Address _____

City _____

County _____

Postcode _____

Tel Number _____

Email _____

Date Of Birth _____

FIFA 2002	PSone	PS2	SCOOBY DOO
A B C D	A B C D	A B C D	A B C D
GTA GIVEAWAY	GAMEPLAY GOODIES	SCREEN DREAM	XPLORER (SEE PAGE 100)
A B C D	A B C D	A B C D	A B C D

Employees of Paragon Publishing or any company associated with the competition are not eligible to enter.

The editor's decision is final and no correspondence will be entered into.

No cash alternatives. If unavailable, prizes may be substituted by others of similar value.

Only one entry allowed per person.

A list of winners will be available by writing to PowerStation.

From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information please tick this box. ☐

Alternatively state clearly that you do not wish to receive this information on your postal/online entry.

PSXtensions

joypads memory cards sound systems lightguns hardware software gizmos

CHRISTMAS IS ALMOST HERE AND LOTS OF NEW PSONE AND PS2 ADD-ONS ARE BEING SHIPPED TO THE STORES. WE'VE TESTED ALL THE LATEST EQUIPMENT TO HELP YOU WRITE YOUR PRESENT LIST FOR SANTA.

PSONE T.F.T. SCREEN

Supplied By: Joytech

Price: £79.99

Playing games on the move is not a new idea, but with the new slimline PSone and various portable screens available, you really can take your games on long journeys. This new LCD colour screen from Joytech has been manufactured by Sharp, giving a very high quality picture on its five-inch screen. The unit comes with a carry handle for easy carriage and also an in-car adapter that connects straight to the cigarette lighter.

The picture quality is fantastic, with brightness and contrast controls to enable complete adjustment to suit the game. There's also a switch to alternate between PAL and NTSC signals, making it possible to play both European and American games on the screen (if you've got the right PSone to play them, of course). The most amazing thing about this unit is the price, as most other screens are really expensive. For £79.99 you'll be hard pushed to find a better-value PSone screen anywhere.

OVERALL *****



ARCADE STICK

Supplied By: Logic 3

Price: £19.99

The new Arcade Stick from Logic 3 is a rather lovely looking device for improving your fighting games. It won't work with all PS2 games as there are no analogue pads, but for beat-'em-ups it really comes into its own. The stick is sturdy for a good feel and all the buttons are large, making them easy to hit in the heat of battle. The Arcade Stick also has a programmable function for storing your favourite combos and finishing moves. These are remembered even after the power has been turned off, thanks to the Stick's own battery back-up. Although we'd prefer a standard pad for most games, this controller looks the business and provides that authentic arcade feel for beat-'em-up fans.

OVERALL *****



GOLD-PLATED SCART CABLE

Supplied By: Joytech

Price: £7.99

Most of you will appreciate what a Scart cable can do to improve the quality of your TV picture. This new cable from Joytech has all gold-plated parts to further increase the picture quality and also includes a small unit which enables the attachment of Composite Video Cables. Through this small box you can connect your PS2 to your stereo to enhance the sound quality as well. Nice.

OVERALL *****



THE ONE BAG

Supplied By: Joytech

Price: £9.99

Portable gaming is going to be a big thing over the next year as the prices of PSones and screens get reduced. This new bag from Joytech is designed to hold all your portable gaming equipment with neat storage areas for the console and screen, games, control pads and memory cards. The neat bag straps over your shoulder with Velcro strips for quick easy fastening. A good bag for carrying your portable PSone system or even for taking your lunch to school/work.

OVERALL *****



PSONE MEMORY CARDS

Supplied By: Joytech

Price: £4.99 each (or Triple Pack - £9.99)

Joytech has been one of the market leaders for memory cards for a very long time and this new range is just as good. The cards use uncompressed flash memory for data storage, meaning that even though this isn't the official memory card, you can be confident that your saved games will not be lost or corrupted.

Top memory cards at a nice price.

OVERALL *****

1Mb Memory Card



DVD REMOTE

Supplied By: Joytech

Price: £9.99

We have seen quite a few DVD remotes for the PS2, but have to say that this is definitely the smallest and most compact. The unit comes with an infrared receiver that fits snugly into the memory card slot, so you can keep your joypad plugged in underneath and don't have to keep swapping over when you want to play games or watch a movie.

The actual remote has been designed to be no bigger than a memory card. Despite its smallness, the buttons aren't at all fiddly and work fine. Also, due to the size you can also slot the remote itself into the spare memory card slot, making sure that you'll never lose it down the back of the sofa! The icing on the cake is the bargain price: half the price of most other DVD remotes.

OVERALL *****



MINI ANALOGUE PAD

Supplied By: Joytech

Price: £14.99

Designed to go with Joytech's new PSone screen, the Mini Analogue Pad is a unique concept. It features all the normal buttons and Dual Shock rumble facility, but it has been shrunk to fit neatly into the palm of your hand. At first glance it does look rather strange, but it does work extremely well and becomes very comfortable after a short while. And when you've finished playing, it'll fit snugly into your pocket.

The only problem we had with the pad is that the L and R buttons are a little small, but then these aren't used too much in most games. This is another great idea for making the PSone even more portable.

OVERALL *****



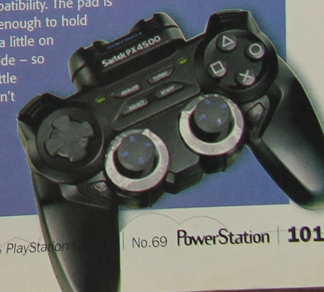
PX4500 PAD

Supplied By: Saitek

Price: £16.99

The PX4500 pad is a standard analog controller for PS2, with built-in Dual Shock rumble facility. The pad is very similar in design to the programmable PX5000 pad we reviewed last issue, but without the LCD screen and programming function. The two sticks both have an axis-lock facility, making it easier for driving games. Naturally, all the buttons are fully analog and pressure sensitive for full PS2 compatibility. The pad is comfortable enough to hold although it's a little on the chunky side - so if you have little hands, this isn't the one for you.

OVERALL *****



XPLODER

Got a Blaze Xploder CD or Xplorer FX cheat cartridge? Every month POWERSTATION prints the hottest codes for these amazing devices. Coming soon... Xploder PS2!

CODE COMPATIBILITY

All these codes are compatible with both the Blaze Xploder CD9000 and the Xplorer cartridge. Note that each game in this section usually has a SLES/SCES serial number. Please check that this matches the number found on your game disc/case. If so, the codes should work perfectly; if not, they probably won't. If you have any further problems, please contact Blaze (Tel: 01302 325225) or Lurchio@all-xplorer.com - not PowerStation!

WIN A VIPER PAD AND XPLODER CHEAT DISC

Five lucky readers can win this brilliant bundle of Blaze goodies: a Viper Pro Grip Shock analog joystick and an Xploder CD cheating device. To enter, just answer this easy question...

Q. Which supervillain is the co-star of Spider-Man 2?

- a) Electro
b) Gasso
c) Waturo
d) Phono

But please: DON'T send your answer on a postcard! Instead, tick the correct box under 'XPLODER CODER' on the competitions coupon on page 99 (and enter the rest while you're there).

ALIEN RESURRECTION

SLES-02913

Thanks to Mark Tighe, Bacup.

INFINITE TORCH

86651354 5819

*INFINITE AMMO:

PULSE RIFLE

86651320 5975

HANDGUN

8665131C 5962

SHOTGUN

8665131A 595C

FLAME GUN

8665131E 599E

GRENADE LAUNCHER

8665132E 5956

ROCKET LAUNCHER

8665132A 5956

ELECTRIC GUN

86651324 5956

ALONE IN THE DARK: THE NEW NIGHTMARE

SLES-02801

NEVER SAVED

743168FB 15C8

343168FB 15C9

INFINITE HEALTH

34315A0E E430

INFINITE AMMO ALL WEAPONS

(NOTE 1)

84261545 8D9D

AMMO INCREASES (NOTE 1)

74261541 9D8A

34261545 8D8C

* HAVE AMMO FOR:

CUSTOMIZED REVOLVER

3431581E D205

TRIPLE BARRELLED SHOTGUN

34315806 E22D

ROCKET LAUNCHER

3431583E D2E5

GRENADE LAUNCHER

34315807 D4FC

* ALWAYS AT 100%:

PLASMA CANNON

3431582E E212

PHOTOELECTRIC PULSAR

3431580E E25C

MAGNETISM FLARE

3431583E D274

LIGHTNING GUN

3431590F D3D7

WIN 1 POINT FOR GAME

743CE5A5 936A

843CE5A3 93A3

743CE5A5 936A

843CE5A1 87A6

WIN 1 GAME FOR SET

743CE501 8795

843CE50F 9305

743CE501 8795

843D0AD2 8848

UNLOCK ALL CHARACTERS

843D0AD2 8848

1430EC17 98F1

UNLOCK ALL CHARACTERS

843D0AD2 8848

1430EC17 98F1

UNLOCK ALL CHARACTERS

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UNLOCK ALL CHARACTERS

843D0AD2 8848

1430EC17 98F1

7428C373 C5FC

34225D89 4922

NEVER SCORERS

74225D89 4922

34225D89 4921

SET 1 WON

(PRESS  +  + )

7428C373 C4FF

3430C85C 7481

5 GAMES: SET 2

3430C850 748D

5 GAMES: SET 3

3430C854 7489

5 GAMES: SET 4

3430C868 6485

5 GAMES: SET 5

3430C86C 6481

NO GAMES: SET 2

3430C850 7488

NO GAMES: SET 3

3430C854 748C

NO GAMES: SET 4

3430C868 6480

NO GAMES: SET 5

3430C86C 6484

* BOTH PLAYERS:

WIN 1 POINT FOR GAME

743CE5A5 936A

843CE5A3 93A3

743CE5A5 936A

843CE5A1 87A6

WIN 1 GAME FOR SET

743CE501 8795

843CE50F 9305

743CE501 8795

843D0AD2 8848

UNLOCK ALL CHARACTERS

843D0AD2 8848

1430EC17 98F1

UNLOCK ALL CHARACTERS

843D0AD2 8848

1430EC17 98F1

UNLOCK ALL CHARACTERS

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1430EC17 98F1

UNLOCK ALL CHARACTERS

843D0AD2 8848

UNLIMITED ARCADE TRAIL

Konan Harlin... **Sidky** Crash... **Tim** Mura... **Sidky** Crash... **Mike** Land... **Chris** Pheasant... **Chris** Pheasant... **Shawn** Butler... **Night** Vision... **UNLIMITED ARCADE** Complete the game with all ten original roles and unlock **Arish Boy** on the character selection screen. **UNLIMITED MOVIES** Complete the game with the following roles to unlock the hidden movies. **DECEIT** **Male** **Male** **Dave** Mura **Dave** Mura **Ryan** Neysart **Ryan** Neysart **Shin** Ai **Shin** Ai **Arish Boy** **Arish Boy**

DAVE MIRRA'S FREESTYLE BMX: **MAXIMUM REMIX** **PLAY AS ARISH BOY** Complete the game with all gold medals using Dave Mirra. **PLAY AS LUNCH LADY** Complete the game with all gold medals using Lunch Lady.

ALL DEAD BATTLE **TEAM BOTS & STADIUMS** Highlight battles in the language select screen and hold R1+L2+X for eight seconds. All teams and stadiums will be unlocked. **CHARITATED MOVIES** Highlight the French option on the language select screen. Then press L1+X+2. Start.

DEAD OR ALIVE **MAKE RADDO SELECTABLE** Press the game on default Game Config settings with all ten normal characters. Raddo will then appear in the middle of the character selection screen. **EXTRA COSTUMES** As well as the three which they start with, all the fighters have secret extra costumes. To obtain them, complete the game repeatedly with the relevant character using the following settings to make a custom Normal CPU level. Largest P1 life gauge. Smallest P2 life gauge. 10 round time. 1 match point.

PLAY AS ARISH To obtain her you have to get all the extra costumes for the other characters, or to repeatedly completing Tournament mode (see Extra Costumes above). Number of battles: 3, 6, 8, 10, 12, 15, 18, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100, 105, 110, 115, 120, 125, 130, 135, 140, 145, 150, 155, 160, 165, 170, 175, 180, 185, 190, 195, 200, 205, 210, 215, 220, 225, 230, 235, 240, 245, 250, 255, 260, 265, 270, 275, 280, 285, 290, 295, 300, 305, 310, 315, 320, 325, 330, 335, 340, 345, 350, 355, 360, 365, 370, 375, 380, 385, 390, 395, 400, 405, 410, 415, 420, 425, 430, 435, 440, 445, 450, 455, 460, 465, 470, 475, 480, 485, 490, 495, 500, 505, 510, 515, 520, 525, 530, 535, 540, 545, 550, 555, 560, 565, 570, 575, 580, 585, 590, 595, 600, 605, 610, 615, 620, 625, 630, 635, 640, 645, 650, 655, 660, 665, 670, 675, 680, 685, 690, 695, 700, 705, 710, 715, 720, 725, 730, 735, 740, 745, 750, 755, 760, 765, 770, 775, 780, 785, 790, 795, 800, 805, 810, 815, 820, 825, 830, 835, 840, 845, 850, 855, 860, 865, 870, 875, 880, 885, 890, 895, 900, 905, 910, 915, 920, 925, 930, 935, 940, 945, 950, 955, 960, 965, 970, 975, 980, 985, 990, 995, 1000, 1005, 1010, 1015, 1020, 1025, 1030, 1035, 1040, 1045, 1050, 1055, 1060, 1065, 1070, 1075, 1080, 1085, 1090, 1095, 1100, 1105, 1110, 1115, 1120, 1125, 1130, 1135, 1140, 1145, 1150, 1155, 1160, 1165, 1170, 1175, 1180, 1185, 1190, 1195, 1200, 1205, 1210, 1215, 1220, 1225, 1230, 1235, 1240, 1245, 1250, 1255, 1260, 1265, 1270, 1275, 1280, 1285, 1290, 1295, 1300, 1305, 1310, 1315, 1320, 1325, 1330, 1335, 1340, 1345, 1350, 1355, 1360, 1365, 1370, 1375, 1380, 1385, 1390, 1395, 1400, 1405, 1410, 1415, 1420, 1425, 1430, 1435, 1440, 1445, 1450, 1455, 1460, 1465, 1470, 1475, 1480, 1485, 1490, 1495, 1500, 1505, 1510, 1515, 1520, 1525, 1530, 1535, 1540, 1545, 1550, 1555, 1560, 1565, 1570, 1575, 1580, 1585, 1590, 1595, 1600, 1605, 1610, 1615, 1620, 1625, 1630, 1635, 1640, 1645, 1650, 1655, 1660, 1665, 1670, 1675, 1680, 1685, 1690, 1695, 1700, 1705, 1710, 1715, 1720, 1725, 1730, 1735, 1740, 1745, 1750, 1755, 1760, 1765, 1770, 1775, 1780, 1785, 1790, 1795, 1800, 1805, 1810, 1815, 1820, 1825, 1830, 1835, 1840, 1845, 1850, 1855, 1860, 1865, 1870, 1875, 1880, 1885, 1890, 1895, 1900, 1905, 1910, 1915, 1920, 1925, 1930, 1935, 1940, 1945, 1950, 1955, 1960, 1965, 1970, 1975, 1980, 1985, 1990, 1995, 2000, 2005, 2010, 2015, 2020, 2025, 2030, 2035, 2040, 2045, 2050, 2055, 2060, 2065, 2070, 2075, 2080, 2085, 2090, 2095, 2100, 2105, 2110, 2115, 2120, 2125, 2130, 2135, 2140, 2145, 2150, 2155, 2160, 2165, 2170, 2175, 2180, 2185, 2190, 2195, 2200, 2205, 2210, 2215, 2220, 2225, 2230, 2235, 2240, 2245, 2250, 2255, 2260, 2265, 2270, 2275, 2280, 2285, 2290, 2295, 2300, 2305, 2310, 2315, 2320, 2325, 2330, 2335, 2340, 2345, 2350, 2355, 2360, 2365, 2370, 2375, 2380, 2385, 2390, 2395, 2400, 2405, 2410, 2415, 2420, 2425, 2430, 2435, 2440, 2445, 2450, 2455, 2460, 2465, 2470, 2475, 2480, 2485, 2490, 2495, 2500, 2505, 2510, 2515, 2520, 2525, 2530, 2535, 2540, 2545, 2550, 2555, 2560, 2565, 2570, 2575, 2580, 2585, 2590, 2595, 2600, 2605, 2610, 2615, 2620, 2625, 2630, 2635, 2640, 2645, 2650, 2655, 2660, 2665, 2670, 2675, 2680, 2685, 2690, 2695, 2700, 2705, 2710, 2715, 2720, 2725, 2730, 2735, 2740, 2745, 2750, 2755, 2760, 2765, 2770, 2775, 2780, 2785, 2790, 2795, 2800, 2805, 2810, 2815, 2820, 2825, 2830, 2835, 2840, 2845, 2850, 2855, 2860, 2865, 2870, 2875, 2880, 2885, 2890, 2895, 2900, 2905, 2910, 2915, 2920, 2925, 2930, 2935, 2940, 2945, 2950, 2955, 2960, 2965, 2970, 2975, 2980, 2985, 2990, 2995, 3000, 3005, 3010, 3015, 3020, 3025, 3030, 3035, 3040, 3045, 3050, 3055, 3060, 3065, 3070, 3075, 3080, 3085, 3090, 3095, 3100, 3105, 3110, 3115, 3120, 3125, 3130, 3135, 3140, 3145, 3150, 3155, 3160, 3165, 3170, 3175, 3180, 3185, 3190, 3195, 3200, 3205, 3210, 3215, 3220, 3225, 3230, 3235, 3240, 3245, 3250, 3255, 3260, 3265, 3270, 3275, 3280, 3285, 3290, 3295, 3300, 3305, 3310, 3315, 3320, 3325, 3330, 3335, 3340, 3345, 3350, 3355, 3360, 3365, 3370, 3375, 3380, 3385, 3390, 3395, 3400, 3405, 3410, 3415, 3420, 3425, 3430, 3435, 3440, 3445, 3450, 3455, 3460, 3465, 3470, 3475, 3480, 3485, 3490, 3495, 3500, 3505, 3510, 3515, 3520, 3525, 3530, 3535, 3540, 3545, 3550, 3555, 3560, 3565, 3570, 3575, 3580, 3585, 3590, 3595, 3600, 3605, 3610, 3615, 3620, 3625, 3630, 3635, 3640, 3645, 3650, 3655, 3660, 3665, 3670, 3675, 3680, 3685, 3690, 3695, 3700, 3705, 3710, 3715, 3720, 3725, 3730, 3735, 3740, 3745, 3750, 3755, 3760, 3765, 3770, 3775, 3780, 3785, 3790, 3795, 3800, 3805, 3810, 3815, 3820, 3825, 3830, 3835, 3840, 3845, 3850, 3855, 3860, 3865, 3870, 3875, 3880, 3885, 3890, 3895, 3900, 3905, 3910, 3915, 3920, 3925, 3930, 3935, 3940, 3945, 3950, 3955, 3960, 3965, 3970, 3975, 3980, 3985, 3990, 3995, 4000, 4005, 4010, 4015, 4020, 4025, 4030, 4035, 4040, 4045, 4050, 4055, 4060, 4065, 4070, 4075, 4080, 4085, 4090, 4095, 4100, 4105, 4110, 4115, 4120, 4125, 4130, 4135, 4140, 4145, 4150, 4155, 4160, 4165, 4170, 4175, 4180, 4185, 4190, 4195, 4200, 4205, 4210, 4215, 4220, 4225, 4230, 4235, 4240, 4245, 4250, 4255, 4260, 4265, 4270, 4275, 4280, 4285, 4290, 4295, 4300, 4305, 4310, 4315, 4320, 4325, 4330, 4335, 4340, 4345, 4350, 4355, 4360, 4365, 4370, 4375, 4380, 4385, 4390, 4395, 4400, 4405, 4410, 4415, 4420, 4425, 4430, 4435, 4440, 4445, 4450, 4455, 4460, 4465, 4470, 4475, 4480, 4485, 4490, 4495, 4500, 4505, 4510, 4515, 4520, 4525, 4530, 4535, 4540, 4545, 4550, 4555, 4560, 4565, 4570, 4575, 4580, 4585, 4590, 4595, 4600, 4605, 4610, 4615, 4620, 4625, 4630, 4635, 4640, 4645, 4650, 4655, 4660, 4665, 4670, 4675, 4680, 4685, 4690, 4695, 4700, 4705, 4710, 4715, 4720, 4725, 4730, 4735, 4740, 4745, 4750, 4755, 4760, 4765, 4770, 4775, 4780, 4785, 4790, 4795, 4800, 4805, 4810, 4815, 4820, 4825, 4830, 4835, 4840, 4845, 4850, 4855, 4860, 4865, 4870, 4875, 4880, 4885, 4890, 4895, 4900, 4905, 4910, 4915, 4920, 4925, 4930, 4935, 4940, 4945, 4950, 4955, 4960, 4965, 4970, 4975, 4980, 4985, 4990, 4995, 5000, 5005, 5010, 5015, 5020, 5025, 5030, 5035, 5040, 5045, 5050, 5055, 5060, 5065, 5070, 5075, 5080, 5085, 5090, 5095, 5100, 5105, 5110, 5115, 5120, 5125, 5130, 5135, 5140, 5145, 5150, 5155, 5160, 5165, 5170, 5175, 5180, 5185, 5190, 5195, 5200, 5205, 5210, 5215, 5220, 5225, 5230, 5235, 5240, 5245, 5250, 5255, 5260, 5265, 5270, 5275, 5280, 5285, 5290, 5295, 5300, 5305, 5310, 5315, 5320, 5325, 5330, 5335, 5340, 5345, 5350, 5355, 5360, 5365, 5370, 5375, 5380, 5385, 5390, 5395, 5400, 5405, 5410, 5415, 5420, 5425, 5430, 5435, 5440, 5445, 5450, 5455, 5460, 5465, 5470, 5475, 5480, 5485, 5490, 5495, 5500, 5505, 5510, 5515, 5520, 5525, 5530, 5535, 5540, 5545, 5550, 5555, 5560, 5565, 5570, 5575, 5580, 5585, 5590, 5595, 5600, 5605, 5610, 5615, 5620, 5625, 5630, 5635, 5640, 5645, 5650, 5655, 5660, 5665, 5670, 5675, 5680, 5685, 5690, 5695, 5700, 5705, 5710, 5715, 5720, 5725, 5730, 5735, 5740, 5745, 5750, 5755, 5760, 5765, 5770, 5775, 5780, 5785, 5790, 5795, 5800, 5805, 5810, 5815, 5820, 5825, 5830, 5835, 5840, 5845, 5850, 5855, 5860, 5865, 5870, 5875, 5880, 5885, 5890, 5895, 5900, 5905, 5910, 5915, 5920, 5925, 5930, 5935, 5940, 5945, 5950, 5955, 5960, 5965, 5970, 5975, 5980, 5985, 5990, 5995, 6000, 6005, 6010, 6015, 6020, 6025, 6030, 6035, 6040, 6045, 6050, 6055, 6060, 6065, 6070, 6075, 6080, 6085, 6090, 6095, 6100, 6105, 6110, 6115, 6120, 6125, 6130, 6135, 6140, 6145, 6150, 6155, 6160, 6165, 6170, 6175, 6180, 6185, 6190, 6195, 6200, 6205, 6210, 6215, 6220, 6225, 6230, 6235, 6240, 6245, 6250, 6255, 6260, 6265, 6270, 6275, 6280, 6285, 6290, 6295, 6300, 6305, 6310, 6315, 6320, 6325, 6330, 6335, 6340, 6345, 6350, 6355, 6360, 6365, 6370, 6375, 6380, 6385, 6390, 6395, 6400, 6405, 6410, 6415, 6420, 6425, 6430, 6435, 6440, 6445, 6450, 6455, 6460, 6465, 6470, 6475, 6480, 6485, 6490, 6495, 6500, 6505, 6510, 6515, 6520, 6525, 6530, 6535, 6540, 6545, 6550, 6555, 6560, 6565, 6570, 6575, 6580, 6585, 6590, 6595, 6600, 6605, 6610, 6615, 6620, 6625, 6630, 6635, 6640, 6645, 6650, 6655, 6660, 6665, 6670, 6675, 6680, 6685, 6690, 6695, 6700, 6705, 6710, 6715, 6720, 6725, 6730, 6735, 6740, 6745, 6750, 6755, 6760, 6765, 6770, 6775, 6780, 6785, 6790, 6795, 6800, 6805, 6810, 6815, 6820, 6825, 6830, 6835, 6840, 6845, 6850, 6855, 6860, 6865, 6870, 6875, 6880, 6885, 6890, 6895, 6900, 6905, 6910, 6915, 6920, 6925, 6930, 6935, 6940, 6945, 6950, 6955, 6960, 6965, 6970, 6975, 6980, 6985, 6990, 6995, 7000, 7005, 7010, 7015, 7020, 7025, 7030, 7035, 7040, 7045, 7050, 7055, 7060, 7065, 7070, 7075, 7080, 7085, 7090, 7095, 7100, 7105, 7110, 7115, 7120, 7125, 7130, 7135, 7140, 7145, 7150, 7155, 7160, 7165, 7170, 7175, 7180, 7185, 7190, 7195, 7200, 7205, 7210, 7215, 7220, 7225, 7230, 7235, 7240, 7245, 7250, 7255, 7260, 7265, 7270, 7275, 7280, 7285, 7290, 7295, 7300, 7305, 7310, 7315, 7320, 7325, 7330, 7335, 7340, 7345, 7350, 7355, 7360, 7365, 7370, 7375, 7380, 7385, 7390, 7395, 7400, 7405, 7410, 7415, 7420, 7425, 7430, 7435, 7440, 7445, 7450, 7455, 7460, 7465, 7470, 7475, 7480, 7485, 7490, 7495, 7500, 7505, 7510, 7515, 7520, 7525, 7530, 7535, 7540, 7545, 7550, 7555, 7560, 7565, 7570, 7575, 7580, 7585, 7590, 7595, 7600, 7605, 7610, 7615, 7620, 7625, 7630, 7635, 7640, 7645, 7650, 7655, 7660, 7665, 7670, 7675, 7680, 7685, 7690, 7695, 7700, 7705, 7710, 7715, 7720, 7725, 7730, 7735, 7740, 7745, 7750, 7755, 7760, 7765, 7770, 7775, 7780, 7785, 7790, 7795, 7800, 7805, 7810, 7815, 7820, 7825, 7830, 7835, 7840, 7845, 7850, 7855, 7860, 7865, 7870, 7875, 7880, 7885, 7890, 7895, 7900, 7905, 7910, 7915, 7920, 7925, 7930, 7935, 7940, 7945, 7950, 7955, 7960, 7965, 7970, 7975, 7980, 7985, 7990, 7995, 8000, 8005, 8010, 8015, 8020, 8025, 8030, 8035, 8040, 8045, 8050, 8055, 8060, 8065, 8070, 8075, 8080, 8085, 8090, 8095, 8100, 8105, 8110, 8115, 8120, 8125, 8130, 8135, 8140, 8145, 8150, 8155, 8160, 8165, 8170, 8175, 8180, 8185, 8190, 8195, 8200, 8205, 8210, 8215, 8220, 8225, 8230, 8235, 8240, 8245, 8250, 8255, 8260, 8265, 8270, 8275, 8280, 8285, 8290, 8295, 8300, 8305, 8310, 8315, 8320, 8325, 8330, 8335, 8340, 8345, 8350, 8355, 8360, 8365, 8370, 8375, 8380, 8385, 8390, 8395, 8400, 8405, 8410, 8415, 8420, 8425, 8430, 8435, 8440, 8445, 8450, 8455, 8460, 8465, 8470, 8475, 8480, 8485, 8490, 8495, 8500, 8505, 8510, 8515, 8520, 8525, 8530, 8535, 8540, 8545, 8550, 8555, 8560, 8565, 8570, 8575, 8580, 8585, 8590, 8595, 8600, 8605, 8610, 8615, 8620, 8625, 8630, 8635, 8640, 8645, 8650, 8655, 8660, 8665, 8670, 8675, 8680, 8685, 8690, 8695, 8700, 8705, 8710, 8715, 8720, 8725, 8730, 8735, 8740, 8745, 8750, 8755, 8760, 8765, 8770, 8775, 8780, 8785, 8790, 8795, 8800, 8805, 8810, 8815, 8820, 8825, 8830, 8835, 8840, 8845, 8850, 8855, 8860, 8865, 8870, 8875, 8880, 8885, 8890, 8895, 8900, 8905, 8910, 8915, 8920, 8925, 8930, 8935, 8940, 8945, 8950, 8955, 8960, 8965, 8970, 8975, 8980, 8985, 8990, 8995, 9000, 9005, 9010, 9015, 9020, 9025, 9030, 9035, 9040, 9045, 9050, 9055, 9060, 9065, 9070, 9075, 9080, 9085, 9090, 9095, 9100, 9105, 9110, 9115, 9120, 9125, 9130, 9135, 9140, 9145, 9150, 9155, 9160, 9165, 9170, 9175, 9180, 9185, 9190, 9195, 9200, 9205, 9210, 9215, 9220, 9225, 9230, 9235, 9240, 9245, 9250, 9255, 9260, 9265, 9270, 9275, 9280, 9285, 9290, 9295, 9300, 9305, 9310, 9315, 9320, 9325, 9330, 9335, 9340, 9345, 9350, 9355, 9360, 9365, 9370, 9375, 9380, 9385, 9390, 9395, 9400, 9405, 9410, 9415, 9420, 9425, 9430, 9435, 9440, 9445, 9450, 9455, 9460, 9465, 9470, 9475, 9480, 9485, 9490, 9495, 9500, 9505, 9510, 9515, 9520, 9525, 9530, 9535, 9540, 9545, 9550, 9555, 9560, 9565, 9570, 9575, 9580, 9585, 9590, 9595, 9600, 9605, 9610, 9615, 9620, 9625, 9630, 9635, 9640, 9645, 9650, 9655, 9660, 9665, 9670, 9675, 9680, 9685, 9690, 9695, 9700, 9705, 9710, 9715, 9720, 9725, 9730, 9735, 9740, 9745, 9750, 9755, 9760, 9765, 9770, 9775, 9780, 9785, 9790, 9795, 9800, 9805, 9810, 9815, 9820,

Name	<u>PIN</u>	SKELETON	Skeleton teams	programmers
Alan	7911	SNACE	SNAKE teams	ROCK MAN
Autby	6666	SPACE	Toy-sized speed bursts	Ball carrier has speed bursts
Aspet	4777	BIG BOYS	Large group of boys	See cheerleaders after a game
Bord	1111	OFFENSE	Better offense	ALL players have last name from credits
Brian	2221	DEFENSE	Better defense	STAMINA
Byron	1989	CANNON ARM	Can throw power up	increased endurance
David	1111	PICK CITY	Easy interactions	STEEL LEG
David	0604	CRUNCH TIME	More time	STOCKEM
David	3456	UNRETIRED	CPU very broad	STRAWMERS
David	1111	BULTZ	Commercial break	TELE TURMY
David	1201	STEREOS	Superior sound	Twists swim more
Franc	1111	MAYHEM	Defenders injured	Televisions in players' stomachs
Franc	1111	GOOD	Unknown effect	WEAK
				QUICK FATIGUE
				NEAR XTREME

Jonai	8160	IFU Game Day '98	Go to the Cruise Free Agents section and enter the following as player names:
Jessie	8181	NFL TEAM STATS	LAMEYBO LEMMY
John	8690	Press 1 at the team selection screen to	ARMORY MERRY
John	8523	access Super Bowl teams for player 1. Press	ARMORY MERRY
Joe	8664	1 again at the player selection screen	CONNADO CREE
Joe	3351	to access All-Star teams for player 1. Use	PAN HEADS
Liam	3353	L1 and L2 to view more selections. Press	GEORGE GRAFFE
Luke	3691	the screen for player 2. Use L1 and L2	BIG HEAD
Mike	8001	to view more selections.	SHRIMPY SEAN
Root	8007	CHEAT CODES	MIDGITS' ARMS
Shirley	8337		MISSISSIPPI
			TYN TONY
			MUSCLE MAN

Thug Tunnel	0111 2322	Then enter each of the passwords for various amusing effects.	CHART CODES	On the main menu (Arcade, Gen test, etc.) the following codes very quickly activate, and you can break to activate, so keep trying and get those fingers moving!
Chart codes work just like the Mortal Kombat codes. On the Team Matchup screen, press the Turbo, Jump, Pause, and Number of times and you'll see the then the direction on the D-pad. For example, for "1-2-3" will, press Turbo, Jump x4, Pause times. If it's worked, the name of the code will appear above the chart. Which is very	BUTTS BIG FOOT BLOND REF BOMB BOMB COP COP DEFENSE COP OFFENSE CROCODILE CRUNCHY DEAD GRAY DEAD GRAY	453 Stronger Cop num Stronger keeper legs Stronger keeper legs Stronger keeper legs More penalties Unknown Unknown Unknown Unknown Unknown Unknown Unknown	CHART CODES All Championships & Permits: R2, R2, R1, L2, R2, L1 4000 Credits (P/NM Mode): R2, R2, R2, L1, R2, R2, R1, R2, R1 R2, R2, R1, L2, L2, L1, R2, R1	

[illegible][illegible]

Thick Fog On	0-4-1		
Tournament Mode**	1-1-1		
Turn Off Stadium	5-0-0		
Weather: Clear	2-1-2		
Weather: Rain	5-5-5		
Weather: Snow	5-5-5		

* Two player agreement required.
 ** Only in two-player game.

NFL GAMEDAY '99
EXTRA TEAMS
 Press **O** at the team selection screen to access various Superbowl and All-Star teams.
CHEAT MODE
 Enter the Easter Egg menu and input one of the following codes to activate the desired

NHL '99
CHEATS
EA Blades & Storm Teams: FREEEA V
Stanley Cup FMV: VICTORY
Big Head Mode: BRAINY
Big Player Mode: BIGBIG
 Faster Action: SPEED
 Different Shifts: 3RD [only works for 3rd]

[illegible]

NFL GAME DAY
SPECTATOR OPTIONS

As soon as the NFL Game Day logo appears press: R1 x2, L2, L1, Δ , Δ , Δ , L1 x2, L2, R1, R2, L1, x2. This will give you an options screen where you can select several cool things - including turning all players into John Madden, enabling Touchdown Finales, and choosing, randomly, into funny related.

EVEN TEAMS ...All players are equal
FLY CIRCUS ...Tiny players
GO CHALLENGE ...Bonus difficulty level
GRUDGE MATCH ...Red redzons, chequered endzons, invisible field goals
HAMSTRUNG ...More hamstringing injuries
HANGTIME ...Punts hang in air longer

Answer "Yes" to use his ratings, then ask them.

SUPER GOALIE
Go to Create Player and enter Patrick Dominik Heasek or Ed Belfour as his name.
Answer "Yes" to use his ratings, then ask them.

THE DUDE PLAYER

KATA TEAMS	basketball stars	his name. The commentators will refer to "The Dude" during play.
At the opening screen, press ◀ R2, L1, R2, L1, L2, ◻, ◻. Then hold down L1 + R1 simultaneously for about five seconds until the new teams appear.	HOT SHOT CPU player celebrates in open field Invisible players	THE HAMMER PLAYER Go to Create Player and enter Hammer as first name. The commentators will refer to him as "The Hammer" during play.
VICTORY SCREENS	ITS IN THE PPS Scrubbed frame rate MIND READER CPU knows your play PLAYING CARDS Flat plays POW WARNER Small, fast players PRESIDENTS Shrinks	JERSEY NUMBER 99 Go to Create Player and enter Wayne

PASSWORD CODES
At the password prompt, enter the following (all in uppercase) for various special effects.

[illegible][illegible][illegible][illegible]

Bonus Level:LIGHTNING

D

ODDWORD: ABE'S EXODUS LEVEL SELECT

[illegible][illegible][illegible]

POWER SLAM. Unlocks the Boards Rewards (Rubber Bands)

NO CHANGE. Unlocks Sound FX Rewards (Action Movie & Cartoon)

JAMMEAK. You can use the Bonus mode outside of the Bonus mode.

BAILEY. Unlocks all normal HD modes.

Pause during play and press R2 x3, L2 x3, R2 x3, L2 x6 to hear a jingle. Repeat this code to select the next available weapon.

NO FEAR DOWNHILL MOUNTAIN BIKING

CHEAT CODES

Select Time Trial and choose "Yes" when it

confirm entry.

Full Energy: ◀, ▶, ▶, ▶, ▶, ▶, ▶

Full Ammo: ◀, ▶, ▶, ▶, ▶, ▶, ▶

Full Mana: ◀, ▶, ▶, ▶, ▶, ▶, ▶

50 Lives: ▲, ▲, ▲, Select, ◀

Upgrade Abilities: □, ◀, Select, ◀

Press Select to increase your abilities

Upgrade Current Weapons:

NIGHTMARE CREATURES
CHEAT MODE
On the password screen press: $\diamond$, $\diamond$, $\triangle$.

LOADS OF MONEY

- Go to the option screen, hit the C, L and O keys so that under each letter there is the L1 button. You can also get this credit if you have beaten the game. Watch the cheats.
- Now you have loads of money
- LEVEL PASSWORDS**

 - l5vk7qzpq1417p
 - nrgv8f8m3d917p
 - c0nfr8g8jw47k1

- OMEGA BOOST BONUS**

 - L1 - Complete the game on Hard level with 50 AP and without using any continues.
 - UP - Complete the game on Hard level with 60 AP

- PARASITE EVIL 2 EXTRA MODES**

 - Level 4 press K, X, O, X, M, R, P1 and press O or Z to cycle through the voices of the main characters in the game.
 - COMPLETE THE GAME ON THE HARD LEVEL**
 - Complete Level 1 with at least 3,000 points and a Good rating. Complete Level 2 on Good with Cool status Rating. Complete Level 3 with A and over 2,000 points on each end and a Good rating. Complete level 5 with at least 4,000 points and a Cool rating. Complete Level 8 with at least 2,000 points and a Cool rating. Start a new game and you'll have the choice of playing as Barry or Ninja.

- PATRIAL VIEW NAVI REQUIREMENTS**

 - Highlight the "NAVY Test" selection options menu and press L1

5A – Complete the game on Normal level with 50 AP and without using any continues. 5B – Complete the game on Normal level with 60 AP. 5C – Complete the game on Hard level without using any continues. 5D – Complete the game on Normal level. 5E – Complete the game on Normal level without using any continues. 5F – Complete the game on Hard level without using any continues.	your saved position. You'll be given the option to Resume or Quit. Replay Mode: Depending on the level, you can start the first time around, you'll start the game from the scene EXP, MP and BPs and items. Bounty Mode: Start with bonus BP and hurt down the rogue Golems. GOOD ENDING For the good ending, you must perform certain tasks in the game. It would be very hard to do them all in your first go, so give it a try in	highlight any ending on the top and press 1 or 2. The team will be shown in the ending cutscene. The ending will appear in the message. Press 1 without a highlighted ending first-person view.
---	---	---

ONE
A - Complete the game on 60 AP. This gives you infinite energy and all weapons at level 9.

TWO
A - Complete the game on Hard level with 90 AP. This gives you unlimited special attacks and all weapons at level 3.

THREE
A - Complete the game on Normal level. This gives you maximum speed and all weapons at level 3.

FOUR
A - Complete the game on Normal level with 90 AP. This gives you lock-on lasers and all weapons at level 5.

FIVE
A - Complete the game on Hard level. You get improved maneuverability and all weapons at level 9.

ONE
LEVEL SELECT
Enter: HEYVEET as a password.
ALL WEAPONS
Enter: MAXPOWER as a password.

P
PANDEMORPH
SECRET MODES

1. In the Dryfield, make sure that you keep Kye in the Caylak, make sure that you keep Kye in the Caylak, make sure that you keep Kye in the Caylak.

2. Kill Cannon-Mouth as an opponent to scoring him off. This will result in Flinn's life being spared. Flinn will then tell you the M950 is return.

3. There is a gate in the Reservoir area of the shelter that you probably missed in the first mission. After you have put in the code for the Moon Gate, go to the code and the code for the Moon Gate. It will lead you to the sewers of the Dryfield. Follow Flinn to the Water Tower and you will find the code. He'll give you the SUN SUPERMAGNARY.

4. This is the spot to open the back door, which is parked in the Gas Station. Inside you'll find Lipstick and a Tactical Vest. If you go to see Mr Douglas, he'll tell you loads of cool weapons!

5. Instead of trying Yabba's X-Cel, get Bowman's Card by defeating him in the corridor adjoining the Bathroom and the Sleeping Quarters.

6. Talk to Persa on the Laboratory Phone and meet him in the Post Station Room.

7. Save Persa from the Golden Room.

8. Talk to Judd inside the TUBERZAR and the

PLAYMOVIES... View
CRANESBARY... View
ZEDROCK... View
BIG... View
CREDITS... Write
20HARRY... Disa
... No
STORPLING... No
STRENAME... View
VIGILANTE... Dem
... Lev
Special Messages
... No
... Lev
SHARKY
IMPRESSOR
JESHLINT
RICHARD... No
BETH
STEPHEN
MOMANDAD
REALLY
OLD PITALL GAME CHE...
CRANESBARY for the passw
After entering the passw
... can ch

Rock 'N' Roll: ...TWISTEYE
Hold L1 + L2 and move ← or → to rotate scanner; press ⬇ to centre it.
Mutant Mania: ...THETHING

add ships of your boat 12 × swap back to original form.

U.C.'s Tenth Thesis (Invisible):

Gender Switch: → HOBDSYAP
Note: Press 0 to swap characters.

PARADISIUM DELUXE PAC
HIDDEN STATE
Shoot down the ships in the first wave of enemies. Then, when the second wave of ships appears, shoot the first ship and avoid all the others. After you have done this, the enemies will explode and you will be warped to a tough hidden section.

Pause the game and press Δ 2 ×, $\times$ 2, 0.

DAUGHTER: PRESS R1
LEVEL PASSWORDS

Level 1	DE
Level 2	DE
Level 3	DE
Level 4	TE
Level 5	MO
Level 6	GO
Level 7	WC
Level 8	GO
Level 9	TE
Level 10	GO
Level 11	GO
Level 12	GO
Level 13	GO
Level 14	GO
Level 15	GO
Level 16	GO
Level 17	GO
Level 18	GO
Level 19	GO
Level 20	GO
Level 21	GO
Level 22	GO
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Level 86	GO
Level 87	GO
Level 88	GO
Level 89	GO
Level 90	GO
Level 91	GO
Level 92	GO
Level 93	GO
Level 94	GO
Level 95	GO
Level 96	GO
Level 97	GO
Level 98	GO
Level 99	GO
Level 100	GO

Level 0		hear a sound. Repeat the code 2 or 3 times.	Level 1	
Level 2	1.AJMBLDC	MAXIMUM REPEATING	Level 2	1.BE
Level 3	2.FABJGZ	1. x_1, x_2, x_3 are given and $x_1 \neq x_2 \neq x_3$.	Level 3	2.AJMBLDC
Level 4	3.LABJBDG	2. $x_1, x_2, x_3 \neq 0$. If this is done correctly you have found the code.	Level 4	3.LABJBDG
Level 5	4.AJMBLDC	3. This code can be repeated at any time.	Level 5	4.AJMBLDC
Level 6	5.KJBFCE		Level 6	5.KJBFCE
Level 7	6.IEBJLML	PEAK SET	Level 7	6.IEBJLML
Level 8	7.PCEBGBJ	1. x_1, x_2 are screen pixels $[x_1] \neq [x_2]$, $x_1 \neq 0$, $x_2 \neq 0$.	Level 8	7.PCEBGBJ
Level 9	8.FHACADAC		Level 9	8.FHACADAC
Level 10	9.AJMBLDC	PERF. PERFORMANCE SPECIAL CLASS	Level 10	9.AJMBLDC
Level 11	10.NEDCPJG	Special Class	Level 11	10.NEDCPJG
Level 12	11.KGDMGNK	Level 1 $\rightarrow$ 2 at the collection screen	Level 12	11.KGDMGNK
Level 13	12.LKJMBLDC	underlines A, B, or C. The special class will be given.	Level 13	12.LKJMBLDC
			Level 14	13.LKJMBLDC
			Level 15	14.LKJMBLDC
			Level 16	15.LKJMBLDC
			Level 17	16.LKJMBLDC
			Level 18	17.LKJMBLDC
			Level 19	18.LKJMBLDC
			Level 20	19.LKJMBLDC
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			Level 23	22.LKJMBLDC
			Level 24	23.LKJMBLDC
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			Level 26	25.LKJMBLDC
			Level 27	26.LKJMBLDC
			Level 28	27.LKJMBLDC
			Level 29	28.LKJMBLDC
			Level 30	29.LKJMBLDC
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			Level 76	75.LKJMBLDC
			Level 77	76.LKJMBLDC
			Level 78	77.LKJMBLDC
			Level 79	78.LKJMBLDC
			Level 80	79.LKJMBLDC
			Level 81	80.LKJMBLDC
			Level 82	81.LK

[illegible]

and you can zoom in and out using the Dpad.
Note that you have to complete each stage first, then reply to be able to reach Cool riding. Do a normal first line to get Cool flashing, then embellish the second pattern thus:
Level 1: —●●●●●●●●

Level 3: -/X-XX/-RR/-LL-
Level 4: -/X-XX/-RR/-LL-
Level 5: -/X-XX/-RR/-LL-
Level 6: -/X-XX/-RR/-LL-
CHALLENGE: -/X-XX/-RR/-LL-

[illegible]

screen
that uses a
of a chip will

like those the final to play beyond
1972 Kong.

UNLOCK FIRST LEVEL
To see the zone selection screen, pause the game and press 1, R1, L1, R2, then resume play.

To see the zone selection screen, pause the game and press 1, R2, L2, R2, then resume play.

UNLOCK THIRD LEVEL & SECRETS
To see the zone selection screen, pause the game and press 1, R1, L1, R2, then resume play.

PREMIER MANAGER '80
EASY MONEY
Play both of your pre-season away friends

RACING SITES
EXTRA TIME

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Gain a high score of 573,000. Wait until you're at the demo screen with Princess Merona, then hold R1, L1 and use the D-pad to choose any stage. If you score 1,000,000 or higher, you can repeat this trick twice.

DARK PLAY

PSYBADEK

PASSWORD CHEATS

Level Select:GOANYWHERE

Turbo Mode:DEKPONER

Nine Lives:DONTDIE

RAINBOW SIX

LEVEL SELECT

At the main menu, hold L1, □, X2, △, X2. Start a game to select any mission.

Note 1: You can also enter

POOLS **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100** **101** **102** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112** **113** **114** **115** **116** **117** **118** **119** **120** **121** **122** **123** **124** **125** **126** **127** **128** **129** **130** **131** **132** **133** **134** **135** **136** **137** **138** **139** **140** **141** **142** **143** **144** **145** **146** **147** **148** **149** **150** **151** **152** **153** **154** **155** **156** **157** **158** **159** **160** **161** **162** **163** **164** **165** **166** **167** **168** **169** **170** **171** **172** **173** **174** **175** **176** **177** **178** **179** **180** **181** **182** **183** **184** **185** **186** **187** **188** **189** **190** **191** **192** **193** **194** **195** **196** **197** **198** **199** **200** **201** **202** **203** **204** **205** **206** **207** **208** **209** **210** **211** **212** **213** **214** **215** **216** **217** **218** **219** **220** **221** **222** **223** **224** **225** **226** **227** **228** **229** **230** **231** **232** **233** **234** **235** **236** **237** **238** **239** **240** **241** **242** **243** **244** **245** **246** **247** **248** **249** **250** **251** **252** **253** **254** **255** **256** **257** **258** **259** **260** **261** **262** **263** **264** **265** **266** **267** **268** **269** **270** **271** **272** **273** **274** **275** **276** **277** **278** **279** **280** **281** **282** **283** **284** **285** **286** **287** **288** **289** **290** **291** **292** **293** **294** **295** **296** **297** **298** **299** **300** **301** **302** **303** **304** **305** **306** **307** **308** **309** **310** **311** **312** **313** **314** **315** **316** **317** **318** **319** **320** **321** **322** **323** **324** **325** **326** **327** **328** **329** **330** **331** **332** **333** **334** **335** **336** **337** **338** **339** **340** **341** **342** **343** **344** **345** **346** **347** **348** **349** **350** **351** **352** **353** **354** **355** **356** **357** **358** **359** **360** **361** **362** **363** **364** **365** **366** **367** **368** **369** **370** **371** **372** **373** **374** **375** **376** **377** **378** **379** **380** **381** **382** **383** **384** **385** **386** **387** **388** **389** **390** **391** **392** **393** **394** **395** **396** **397** **398** **399** **400** **401** **402** **403** **404** **405** **406** **407** **408** **409** **410** **411** **412** **413** **414** **415** **416** **417** **418** **419** **420** **421** **422** **423** **424** **425** **426** **427** **428** **429** **430** **431** **432** **433** **434** **435** **436** **437** **438** **439** **440** **441** **442** **443** **444** **445** **446** **447** **448** **449** **450** **451** **452** **453** **454** **455** **456** **457** **458** **459** **460** **461** **462** **463** **464** **465** **466** <

[illegible][illegible]

POWER MOVE PRO WRESTLING

PLAY AS SPARROW

At the title screen press O, □, △, ▽, ○, ×, ♀, ♂, ⊙, ⊚, ⊛, ⊜, ⊝, Select. At the wrestler select screen, highlight Commandant and press Select.

PLAY AS GORGON (THE ANNOUNCER)

Main title screen press L1, L1, L2, R2, R2.

In the game, hold △ and tap C or B/Risk at rear-view mirror disappear. Press RT to bring it back.

MIRROR MODE

Select Rear View from the main options and then hold L1 + R1 = Select + Start until the race begins.

AADVANCED COLOUR PALETTE

Press Customizer from the main options,

Win Veteran Season:
Gives you four more cars and the Stadium tracks.

Win All Pro Seasons:
Gives you the three pickup truck races.

Heavy Cars:
Lighter Cars:
Low Gravity:

RT, Δ , ϕ , X, Y, select
select screen, highlight Agent Orange and
press Select.
PLAY AS SALLIE (THE REFEREE)
At the title screen press ϕ , ϕ , ϕ , ϕ , Δ , X.
Then select Design and create only Agent Orange
create your own. Select 'Paint' and then
press any direction until the cursor is off the
painting area. Now press a button to move
onto the colour palette and then press L1 +

al boxes will
G, and B (red,
d 5 will
then pressing
eric figure in

Only one car
ace Start.
(Go), press
the Normal
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it in Extra GP

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for continues.
screen where
; then press Δ
get FREEPLAY.
choose
L2 and press

+ R1 + R2
which allows
and move the
is well as some

dy off-colour;
the screen
and, get close to
explosion
capture it and,
ease power-ups

press O, X, O
and you'll be
cheat during

☐ x_2 , x_i , $\square$ x_2
☐ x_i , Δ , x_i , $\square$
☐ x_i , Δ , $\square$

2, 0, 1, x
x, 0, 1, x
enter
firm code
x, 0, 1, Δ
Δ, x, Δ
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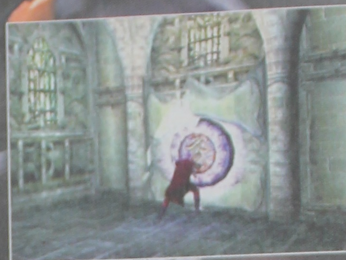
to
ardens

NEXT MONTH

HORROR SPECIAL!

DEVIL MAY CRY

There's no need to cry thanks to our complete solution!



SILENT HILL 2

The fully mapped walk-thru including all the endings and secrets!

ALSO IN NEXT MONTH'S ISSUE...

SYPHON FILTER 3 PS1

HALF-LIFE PS2

HARRY POTTER PS1

WWF SMACKDOWN! JBI (SECRETS) PS2

Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

#70
On Sale
28.12.01

PowerStation

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